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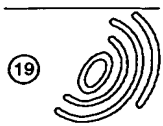
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(11) Publication number : 0 664 646 A2

(12)

EUROPEAN PATENT APPLICATION

(21) Application number : 95300304.3

(51) Int. Cl.⁶ : H04N 5/926

(22) Date of filing : 18.01.95

(30) Priority : 20.01.94 JP 19991/94
20.01.94 JP 19990/94

(43) Date of publication of application :
26.07.95 Bulletin 95/30

(84) Designated Contracting States :
DE FR GB NL

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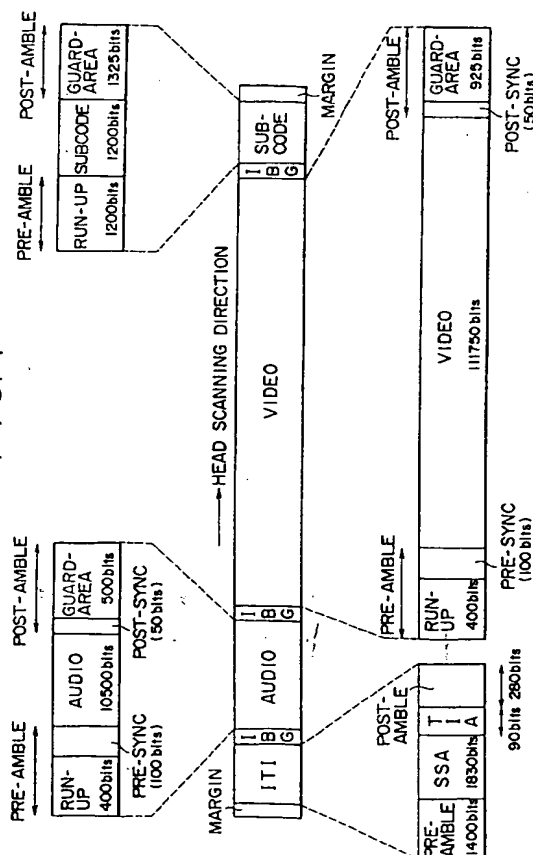
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(54) Digital video and audio signal recording and/or reproducing devices.

(57) A digital video and audio signal recording and/or reproducing device comprises: a recording format having a first recording area for recording a coded video signal, a second recording area for recording a coded audio signal, and a third recording area for recording an audio associated data constructed in pack form; means for coding the video signal and recording it in the first recording area; means for coding the audio signal and recording it in the second recording area; means for forming in pack the audio-associated information inserted in a vertical blanking period of the video signal and recording it in the third recording area; means for reproducing the coded video signal from the first recording area and coding the video signal; means for reproducing the coded audio signal from the second recording area and coding the audio signal; and means for reproducing the audio-associated information formed in pack from the third recording area and reading out the associated information.

FIG. 7



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This invention relates to devices for recording and/or reproducing a digital video signal and a digital audio signal.

In a known video tape recorder for recording and reproducing an analog video signal (hereinafter called "an analog VTR"), composite video signals to be recorded were recorded together with the content of a vertical blanking period as they were.

At this time, a base band signal of a component with 1 MHz or less was recorded in reference to an electro-magnetic converting characteristic between a magnetic head and a magnetic tape and another component having a high frequency (approximately 5.7 MHz) such as a character multiplex broadcasting signal showed a blurred state, resulting in that its recording and reproducing could not be carried out.

As related technology, reference is made to the applicants' European Patent Applications Publications Nos:

EP-A-0 541 029;

EP-A-0 553 650 (corresponding to US Patent

No. US-A-5 349 384);

EP-A-0 600 467;

EP-A-0 600 493;

EP-A-0 614 187; and

EP-A-0 621 731.

In recent years, there has been a trend that various control signals, video-associated information (information about video) or audio-associated information (information about voice) are inserted into a broadcasting electric wave or a package media within a vertical blanking period of a video signal in reference to the electromagnetic converting characteristic. For example, there are CLOSED CAPTION, VBID, WSS and EDTV2 and the like. In addition, EDS (Extended Data Service) for performing various data services under a format of CLOSED CAPTION signal is defined. In this EDS, it is planned to transmit the associated information of voice of television signal (kind of languages, stereo/monoral and the like).

In addition, these format signals include information such as an aspect ratio of a video and a wide television set decodes this information to change over an aspect ratio of a screen.

In turn, in a digital VTR using a video compression technology of which development has been remarkable in recent years, either a vertical blanking period or a horizontal blanking period is eliminated in order to reduce an amount of data of recording signal. Accordingly, recording and reproducing of the video signal including aforesaid various format signals by the digital VTR using such a video compression technology had a problem that these format signals were lost.

The present invention has been devised in the light of such problems as described above and a preferred embodiment of the invention seeks to enable various associated information signals to be inserted

in the vertical blanking period of a video signal even in the case of a digital VTR using video compression technology.

According to a first aspect of the invention there is provided a digital video and audio signal recording and reproducing device comprising:

a recording format having a first recording area (a video data recording area) for recording a coded video signal, a second recording area (an audio data recording area) for recording a coded audio signal, and a third recording area (an auxiliary data area) for recording an audio associated data constituted in pack;

means for coding a video signal and recording it in the first recording area;

means for coding an audio signal and recording it in the second recording area;

means for constituting an audio-associated information in pack inserted in a vertical blanking period of the video signal and recording it in the third recording area;

means for reproducing the coded video signal from the first recording area and decoding the video signal;

means for reproducing the coded audio signal from the second recording area and decoding the audio signal; and

means for reproducing the audio-associated information constituted in pack from third recording area and reading out the associated information.

The third recording area may be constituted to have a main zone and a sub-zone, in which case the audio-associated information may be constituted in pack and recorded in the sub-zone of the third recording area and the audio-associated information having a high degree of importance may be recorded in the main zone of the third recording area.

In this case, in the preferred embodiment, the main zone is defined as a zone in which a pack header records packs of 50h and 51h and the sub-zone is defined as a zone in which a pack header records packs of 52h to 56h.

In addition, in a case in which the content of the sub-zone can be understood during reproducing operation, the associated information within the sub-zone may be superimposed on a vertical blanking period of a video signal and, in turn, in a case in which the content of the sub-zone cannot be understood, only the associated information having a high degree of importance in the main area may be taken out and superimposed on a vertical blanking period of the video signal.

A pair of tracks recorded by a pair of heads having different azimuth angles to each other may be handled as a pair, whereby the kind of associated information recorded in one frame of the video information is increased. For example, in a device in which video signals in one frame are recorded as ten tracks, it is

possible to record five kinds of associated information.

In addition, the most preference associated information may be recorded in the sub-zone of a final track pair within one frame, whereby compatibility of this with another device having other associated information recorded in a sub-zone of other than the final track pair is maintained.

According to a second aspect of the invention there is provided a digital video and audio signal recording and reproducing device comprising:

a recording format having a first recording area (VIDEO DATA recording area) for recording coded video signals, a second recording area (AUDIO DATA recording area) for recording the coded audio signals and a third recording area (VAUX DATA recording area) for recording the video associated data constituted in pack;

means for coding a video signal and recording it in said first recording area, and means for coding an audio signal and recording it in said second recording area;

means for constituting in pack the video associated information and the audio associated information inserted in a vertical blanking period of a video signal as they are, and recording them in the third recording area;

means for reproducing the coded video signal from the first recording area and decoding the video signal;

means for reproducing the coded video signal from the second recording area and decoding the audio signal; and

means for reproducing the video-associated information and the audio-associated information constituted in pack from said third recording area, reading out the associated information and superposing them to a vertical blanking period of the decoded video signal.

The video-associated information and the audio-associated information may be constituted to record only the data part except a clock line or a start bit, whereby an amount of use of the third recording area can be saved.

In addition, a pack having a desired discriminating data (a pack header) may be applied against the associated information inserted into a desired line, whereby it is possible that the line No. is not stored in the data constituted in pack.

In addition, there may be provided a fourth recording area (AAUX DATA recording area) for recording the audio-associated data so as to record the audio-associated information.

In the preferred embodiment: each of the third recording area and the fourth recording area is constituted to have a main zone and a sub-zone, respectively;

the video-associated information and the au-

dio-associated information are constituted in pack at the sub-zone of the third recording area, the video-associated information having a high degree of importance is constituted in pack in the main zone of the third recording area and recorded there; the audio-associated information is constituted in pack and recorded in the sub-zone of the fourth recording area and the audio-associated information having a high degree of importance is constituted in pack and recorded in the main zone of the fourth recording area.

In the preferred embodiment, the main zone of the third recording area is a zone where a pack header records packs of 60h and 61h, and the sub-zone in the third recording area is a zone where a pack header records the packs of 62h to 66h. In addition, the main zone in the fourth recording area may be a zone where the pack header records the packs of 50h and 51h and the sub-zone in the fourth recording area may be a zone where the pack header records the packs of 52h to 56h.

In addition, in a case in which the content of the sub-zone can be understood during a reproducing operation, the associated information in the sub-zone may be superposed on a vertical blanking period of the video signal and, in turn, in a case in which the content of the sub-zone cannot be understood, only the associated information having a high degree of importance in the main zone may be superposed on the vertical blanking period of the video signal.

In addition, a pair of tracks to be recorded by a pair of heads having a different azimuthal angle from each other may be handled as pairs to cause the kind of associated information recorded in one frame of the video signal to be increased. For example, a device in which the video signal in one frame is recorded as ten tracks enables five kinds of associated information to be recorded.

In addition, the associated information having the most preference may be recorded in the sub-zone of a final track pair within one frame, which causes compatibility to be kept with a device in which other associated information are recorded in a sub-zone other than the final track pair.

As described below in detail, the preferred embodiment of the present invention is operated such that audio-associated information inserted in the vertical blanking period of the video signal is recorded in the recording area for the audio-associated data through a pack constitution, and these associated information are read out during reproducing operation and returned back to the vertical blanking period of the video signal, so that even a video compression type digital VTR enables these associated information inserted into the vertical blanking period to be kept.

With such an arrangement as above, even if a digital VTR and an analogue VTR are connected to each other, these associated information are trans-

mitted in a transparent manner.

In addition, the associated information which is requisite and necessary for reproducing of the audio signal is reflected to the main zone of the associated data recording area, whereby even if the vertical blanking information is newly defined, its compatibility can be assured.

In addition, the preferred embodiment of the present invention is operated such that the video signal-associated information and the audio signal-associated information are constituted in pack and recorded in the recording area of the video-associated data, these associated information are read out during a reproducing operation and returned back to the vertical blanking period of the video signal, so that even in the video compression type digital VTR, these associated information inserted in the vertical blanking period can be kept.

With such an arrangement as above, even if a digital VTR and an analogue VTR are connected to each other, these associated information are transmitted in a transparent manner.

In addition, since the audio-associated information inserted in the vertical blanking period of the video signal is also recorded in the recording area of the audio-associated data, the audio-associated information can be recovered unless the reproducing data in the recording area of the video-associated information is used. Accordingly, even in a case in which the audio signal-associated information recorded in the video-associated data is lost, the audio-associated information can be recovered.

In addition, information which is requisite and necessary for reproducing a video signal and an audio signal is reflected to the main zone of the associated-data recording area, whereby their compatibility can be ensured even if a vertical blanking information is newly defined in the future.

The invention will now be further described, by way of illustrative and non-limiting example, with reference to the accompanying drawings, in which:

Fig. 1 illustrates a TR pack;

Fig. 2 illustrates a recording operation and a reproducing operation of a TR pack corresponding VTR and a TR pack non-corresponding VTR;

Fig. 3 shows a detail of a VAUX TR pack;

Fig. 4 illustrates a state in which VBID data and WSS data are stored in a VAUX TR pack;

Fig. 5 illustrates a detail of an AAUX TR pack;

Fig. 6 illustrates one example of track formats recorded by CC, VBID and WSS corresponding VTRs;

Fig. 7 illustrates a recording format of one track in a digital VTR;

Fig. 8 illustrates structures of a pre-SYNC block and a post-SYNC block, respectively;

Fig. 9 illustrates structures of an audio framing format and 1SYNC block, respectively;

Fig. 10 illustrates blocking of video data corresponding to one frame;

Fig. 11 illustrates a framing format of video to which an error correcting code is added;

Fig. 12 illustrates a configuration of a buffering unit and 1SYNC block of video;

Fig. 13 illustrates a structure of a sub-code area corresponding to one track;

Fig. 14 illustrates a structure of an ID part in a SYNC block in an audio area and a video area, respectively;

Fig. 15 illustrates a constitution of ID part of a SYNC block at a sub-code area;

Fig. 16 illustrates a basic constitution of a pack;

Fig. 17 illustrates a definition of a group of a pack of a large item;

Fig. 18 shows details of an AAUX SOURCE pack, AAUX SOURCE CONTROL pack, AAUX REC DATE pack, AAUX REC TIME pack and AAUX REC TIME BINARY GROUP pack, respectively;

Fig. 19 shows details of an AAUX CC pack, VAUX source pack, VAUX SOURCE CONTROL pack, VAUX REC DATE pack and VAUX REC TIME pack, respectively;

Fig. 20 shows details of a VAUX REC TIME BINARY GROUP pack and a VAUX CC pack, respectively;

Fig. 21 illustrates a constitution of an AAUX zone corresponding to one frame;

Fig. 22 illustrates a constitution of a VAUX zone corresponding to one track;

Fig. 23 illustrates a constitution of a VAUX zone corresponding to one frame;

Fig. 24 illustrates multiplex writing of pack data in a sub-code area in a digital VTR in a 525/60 system;

Fig. 25 illustrates multiplex writing of pack data in a sub-code area in a digital VTR in a 625/50 system;

Fig. 26 illustrates a memory map of an MIC;

Fig. 27 illustrates a recording circuit of a digital VTR;

Fig. 28 illustrates production of pack data in a recording circuit in a digital VTR;

Fig. 29 illustrates a main area on a recording track;

Fig. 30 illustrates production of VAUX pack data in a mode processing micro-computer;

Fig. 31 illustrates production of AAUX back data in a mode processing micro-computer;

Fig. 32 illustrates production of MIC data;

Fig. 33 illustrates a constitution of a part of a reproduction circuit of a digital VTR;

Fig. 34 illustrates a constitution of another part of a reproduction circuit of a digital VTR;

Fig. 35 illustrates processing of a reproduction pack data in an IC for VAUX;

Fig. 36 illustrates processing of reproduction

pack data in a view for illustrating processing of reproduction pack data in a signal processing micro-computer;

Fig. 37 illustrates a definition of a track format by APT;

Fig. 38 illustrates a layer constitution of an application ID;

Fig. 39 illustrates a format on a track in a case in which an application ID is "000";

Fig. 40 is a view in which a tuner output of a television signal is analyzed;

Fig. 41 illustrates system data inserted into a composite video signal;

Fig. 42 illustrates VAUX and AAUX main areas;

Fig. 43 indicates a CC signal;

Fig. 44 illustrates a CC pack;

Fig. 45 is a flow chart of an operation in which a CC signal is recorded in a CC pack;

Fig. 46 is a flow chart of a reproducing operation in which a CC signal is recorded in a CC pack; and Fig. 47 shows one example of a relative relation between stored data of an AAUX CC pack and AUDIO MODE of an AAUX SOURCE pack.

A preferred embodiment of the present invention, in which the present invention is applied to a commercially available helical scan type digital VTR (hereinafter called "a digital VTR"), will now be described in sequence in reference to the following items.

1. Summary of the digital VTR

[1] Recording format of the digital VTR

- (1) ITI area
- (2) Audio area
- (3) Video area
- (4) Sub-code area
- (5) Constitution of ID part
- (6) MIC
- (7) Constitution and kind of pack
- (8) Constitution of associated data recording area

[2] A recording circuit of a digital VTR

[3] A reproducing circuit of a digital VTR

2. Application ID system

3. Recording and reproducing of data in a vertical blanking period

- [1] Kind of data in a vertical blanking period
- [2] Recording using CLOSED CAPTION pack
- [3] Recording using a transparent pack

1. Summary of a digital VTR

At first, a summary of the digital VTR constituting the preferred embodiment will be described as follows in reference to an order of its recording format, recording circuit and reproducing circuit.

[1] Recording format of a digital VTR

In Fig. 7 is illustrated a recording format on a tape

of the digital VTR of the preferred embodiment. In this figure, both ends of the track are provided with some margins. Inside the margins are arranged an ITI area for performing a positive after-recording operation, an audio area for recording an audio signal, a video area for recording the video signal, and a sub-code area for recording sub-data. Between each of the areas is arranged an inter-block gap (IBG) for assuring an area.

A detail of signals to be recorded in each of the aforesaid areas will be described as follows.

(1) ITI area

As shown at an expanded portion in Fig. 7, the ITI area is comprised of a preamble part of 1400 bits, SSA (Start-Sync Block Area), TIA (Track Information Area) of 90 bits and a post-amble of 280 bits.

In this case, the preamble has a function to provide a run-in of PLL during a reproducing operation, and the post-amble has a playing roll of getting a margin. Then, SSA and TIA are constructed with a block data of 30 bits being applied as a unit, and a desired SYNC pattern (ITI-SYNC) is recorded at the leading 10 bits of each of the block data.

At the portions of 20 bits subsequent to this SYNC pattern are recorded mainly SYNC block Nos. (0 to 60) in SSA, APT information of mainly 3 bits in TIA (APT2 to APT0), an SP/LP flag for discriminating a recording mode and a PF flag for indicating a reference frame of a servo system, respectively.

The APT is an ID data for restricting a data constitution on a track and it has a value of "000" in the digital VTR in the preferred embodiment. A detail of the APT information will be described later.

As apparent from the above description, several synchronous blocks having short code length in the ITI area are recorded at fixed locations on a magnetic tape, so that the position where the 61st SYNC pattern in SSA is detected from the reproduced data, for example, is used as a reference position for restricting an after-recording position on the track, thereby a position to be revised during an after-recording operation can be defined high accurately and a superior after-recording operation can be carried out.

Although the digital VTR of the preferred embodiment is designed tenable itself to be easily developed in its products to other various digital signal recording and reproducing devices as described later, any type of revision of the data in the specified area is required even at any digital signal recording and reproducing device, resulting in that the ITI area at an inlet of the track is arranged without fail.

(2) Audio area

As shown at the expanded portion in Fig. 7, the audio area has a preamble portion and a postamble

portion before and after it, wherein the preamble portion is comprised of a run-up for drawing PLL and a pre-SYNC for pre-sensing an audio SYNC block.

The post-amble is comprised of a post SYNC for confirming a completion of an audio area and a guard area for protecting an audio area when a video data after-recording is carried out.

In this case, each SYNC block of a pre-SYNC and a post-SYNCH is composed as shown in A and B of Fig. 8, the pre-SYNC is comprised of two SYNC blocks and the post-SYNC is comprised of one SYNC block. At the sixth byte of the pre-SYNC is recorded an identification byte of SP/LP. SP is expressed by FFh and LP is expressed by 00h, and in the case that the SP/LP flag recorded in the aforesaid ITI area can not be read, the value of the identification byte in SP/LP of the pre-SYNC is employed.

The audio data recorded in the area held between the amble areas described above is generated as follows. At first, the audio signal corresponding to one track to be recorded is A/D converted and shuffled, thereafter a framing is carried out against it and a parity bit is added.

At A in Fig. 9 is shown a format in which this framing is carried out and a parity is added. In this figure, the audio-associated data (hereinafter called "AAUX" data) of 5 bytes is added to the leading end of the audio data of 72 bytes to form data of one block of 77 bytes, and then 9 blocks are piled up vertically to perform a framing and then a horizontal parity C1 of 8 bits and a vertical parity C2 corresponding to 5 blocks are added to this framing.

Data added with these parities is read out in a unit of each block, ID of 3 bytes is added to a leading side of each of the blocks and in addition, the SYNC signal of 2 bytes is inserted in a recording modulation circuit and this is formed into a signal of 1SYNC block of a data length of 90 bytes as shown at B of Fig. 9.

(3) Video area

As shown at an expanded portion of Fig. 7, the video area has a pre-amble and a post-amble similar to the audio area. Provided that an arrangement in which the guard area is formed long is different from that of the audio area. The video data held between these amble areas is formed as follows.

At first, the composite video signals to be recorded are separated into some component video signals of Y, R-Y and B-Y, thereafter A/D converted and then a data of effective scanning area corresponding to one frame is extracted from the A/D converting output.

The extracted data corresponding to one frame of the video signal in 525/60 system in respect to an A/D conversion output (DY) of a Y signal is constituted by 720 samples in a horizontal direction and 480 lines in a vertical direction, the extracted data in respect to an

A/D conversion output (DR) of a R-Y signal and an A/D conversion output (DB) of a B-Y signal is constituted by 180 samples in a horizontal direction and 480 lines in a vertical direction. As indicated in Fig. 10, these extracted data are divided into blocks of 8 samples in a horizontal direction and 8 lines in a vertical direction.

However, as for a color difference signal, since the block at the right end portion in B in Fig. 10 has only four samples in a horizontal direction, the two adjoining blocks in a vertical direction are assembled to form one block. A total number of 8100 blocks are formed by DY, DR and DB per one frame through the aforesaid blocking process. The block constituted by 8 samples in a horizontal direction and 8 lines in a vertical direction is defined as a DCT block.

Then, these blocked data are shuffled in accordance with a predetermined shuffling pattern, thereafter DCT converted in a unit of DCT block and subsequently quantization and a variable length coding are carried out. The quantization step is set for every 30 DCT blocks and the value of this quantization step is set such that a total amount of output data in which 30 DCT blocks are quantized and coded in variable length is less than a predetermined value. That is, the video data is set to have a fixed length for every 30 DCT blocks. Data corresponding to 30 DCT blocks is defined as a buffering unit.

The data of which length is fixed as described above is applied with a framing together with the video-associated data (hereinafter called as "VAUX data") for every data corresponding to one track thereof and thereafter an error correcting code is added.

In Fig. 11 is illustrated a format of state in which this framing is applied to add the error correcting code.

In this figure, each of BUF0 to BUF26 expresses one buffering unit. One buffering unit has a configuration in which it is divided into 5 blocks in vertical direction as shown at A of Fig. 12, each of the blocks has an amount of data of 77 bytes. One byte at the extremity end of each of the blocks is provided with an area Q for storing parameters concerning quantization.

Video data is stored in an area of 76 bytes subsequent to the quantization data. As shown in Fig. 11, VAUX data α and β corresponding to two blocks within the aforesaid buffering unit are arranged above the 27 buffering units SDET in a vertical direction, VAUX data γ corresponding to one block is arranged below the buffering units, and a horizontal parity C1 of 8 bytes and a vertical parity C2 corresponding to 11 blocks are added to these framing processed data.

In this way, the signals added with the parities are read out in each of the block units, ID signal of 3 bytes is added to the extremity end of each of the blocks and further a SYNC signal of 2 bytes is inserted into

a recording modulation circuit. With such an arrangement as above, a signal of 1SYNC block having an amount of data of 90 bytes as indicated at B of Fig. 12 is formed as a block of video data and further a signal of 1SYNC block as indicated at C of Fig. 12 is formed for a block of VAUX data. Signals for every 1SYNC block are recorded in sequence in a tape.

In the aforesaid framing format, since 27 buffering units expressing a video data corresponding to one track have data corresponding to 810 DCT blocks, data of one frame (corresponding to 810 DCT blocks) are recorded while being divided for 10 tracks.

(4) Sub-code area

This sub-code area is an area arranged to record information for use in performing a high-speed search and its expanded view is shown in Fig. 13. As shown in this figure, the sub-code area includes 12 SYNC blocks having a data length of 12 bytes, and both pre-amble and post-amble are arranged before and after them.

Provided that the pre-SYNC and the post-SYNC are not provided as in the audio area and the video area. Each of 12 SYNC blocks has a data part for recording the associated data (AUX data) of 5 bytes. In addition, as the parity for protecting the associated data of 5 bytes, only the horizontal parity C1 of 2 bytes is used and the vertical parity is not used.

Each of SYNC blocks constituting an audio area, a video area and a sub-code area described above is applied with a conversion of 24/25 during a recording modulation (a recording modulation system in which a tracking control pilot frequency component is applied to a recording code by converting data for every 24 bits of recording signal into 25 bits), so that an amount of recorded data in each of the areas becomes the number of bits indicated in Fig. 7.

(5) Structure of ID part

As apparent from the configuration of each of the SYNC blocks shown in Figs. 9, 12 and 13 above, the SYNC blocks recorded in the audio area, the video area and the sub-code area have a common configuration in view of the fact that they have the ID part of 3 bytes comprised of ID0, ID1 and IDP (a parity for protecting ID0 and ID1) after the SYNC signal of 2 bytes. ID0 and ID1 within the ID part have a configuration of data as shown in Fig. 14 at the audio area and the video area.

That is, the SYNC numbers in tracks ranging from the pre-SYNC in the audio area to the post-SYNC in the video area are stored in ID1 in a binary number. Then, the track No. within one frame is stored in a lower 4-bit in ID0.

A sequence No. of 4-bit as shown at A in this figure at each SYNC block of AAUX + audio data and vid-

eo data is stored in upper 4-bit of ID0. In turn, at the pre-SYNC block, the post-SYNC block and the sync block of the parity C2 in the audio area, the ID data AP1 with 3 bits for defining the data structure in the audio area is stored, and further at the pre-SYNC block, the post-SYNC block and the SYNC block of the parity C2 in the video area, the ID data AP2 of 3-bit for defining the data structure in the video area is stored (refer to B in this figure.) Values of these AP1 and AP2 are "000" in the digital VTR of the present preferred embodiment.

The aforesaid sequence Nos. record the 12 different kinds of numbers ranging from "0000" to "1011" and checking of the sequence Nos. enables an operator to check if the data got during the speed converting and reproducing operation is within the same frame.

In turn, the structure of the SYNC block in the sub-code area is defined as shown in Fig. 15. This figure indicates the structure of each of the ID parts ranging from the SYNC block Nos. 0 to 11 in one track in the sub-code area and the uppermost digit bit in ID0 has an FR flag.

This flag indicates whether or not this is a former half 5 tracks in the frame, wherein it takes a value of "0" at the former half 5 tracks and a value of "1" in the later half 5 tracks, respectively. The ID data AP3 for defining the data structure of the sub-code area in the SYNC block having the SYNC block Nos. "0" and "6" are recorded in the subsequent 3 bits, and at the same time the ID data APT for defining the data structure on the track is recorded in the SYNC block of the SYNC block No. "11", and a TAG code is recorded in another SYNC block. In addition, the value of the aforesaid AP3 is "000" in the digital VTR of the preferred embodiment.

In addition, the aforesaid TAG code is comprised of three kinds of ID signals for use in searching operation as shown at an expanded view in this figure, i.e. INDEX ID for use in searching INDEX, SKIP ID for use in cutting a non-required scene such as a commercial and the like, and a PP ID (Photo/Picture ID) for use in searching a still picture which are performed in the prior art, respectively.

In addition, the lower digits of 4-bit of ID0 and the upper digits of 4-bit are applied for recording absolute Nos. of the track (consecutive track Nos. from the leading end of the tape). Provided that as shown in this figure, one absolute track No. is recorded by using a total number of 24 bits corresponding to three SYNC blocks. The SYNC block Nos. of the sub-code area are recorded in the lower digits of 4-bit of ID1.

(6) MIC

As described above, the associated data is recorded in each of the areas defined on the tape in the digital VTR of the preferred embodiment. However, in

addition to the above, a circuit board having some memory ICs installed therein is set in a cassette having a tape stored therein and the associated data is also stored in the memory ICs. When this cassette is installed in the digital VTR, the associated data written into the memory ICs is read out so as to assist an operation and a handling of the digital VTR. These features are already disclosed in the present applicants' European Patent Applications Nos. EP-A-0 572 925 and EP-A-0 595 558.

(7) Structure and type of the pack

As described above, as the areas for recording the associated data in the digital VTR of the preferred embodiment, AAUX area of the audio area on the tape, VAUX area of the video area and AUX data recording area of the sub-code area are used and additionally the recording area of MIC mounted in the tape cassette is used. Then, each of these areas is constructed in a unit of a pack having a fixed length of 5 bytes.

A structure and a type of each of these packs will be described later. The pack has a basic structure of 5 bytes as shown in Fig. 16. The initial byte (PC0) in 5 bytes is defined as an item for indicating the content of data (also called as a pack header). Then, a format of the subsequent 4 bytes (PC1 to 4) is defined in correspondence with the item and an optional data is arranged in response to this format.

The item data is divided into upper 4-bit and lower 4-bit, respectively, wherein the upper 4 bits are defined as a large item and the lower 4 bits are defined as a small item, respectively. The large item in the upper digit 4 bits is applied as information showing application of subsequent data, for example, and the pack is divided by the large item into 10 kinds of groups of a control "0000", a title "0001", a chapter "0010", a part "0011", a program "0100", AAUX "0101", VAUX "0110", a camera "0111", a line "1000" and a soft mode "1111", respectively, as shown in Fig. 17.

As described above, each of the groups of pack developed by the large item is further developed by a small item into 16 packs (a practical content of the subsequent data, for example, is expressed by this), resulting in that packs of maximum 256 types can be defined by using these items.

The large items "1001" to "1110" in Fig. 17 denote the non-defined portions left for addition. Accordingly, the code of the item data not defined yet is used to define a new item data (a pack header), thereby it is possible to record optionally a new data in the future. Reading the header enables an operator to understand the data stored in the pack, so that a position on the tape for recording the pack can be optionally set.

A practical example of the pack will be described

in reference to Figs. 18 and 19, respectively. The pack indicated at A in Fig. 18 belongs to the group of AAUX in Fig. 17 as apparent from the value of the item, called as AAUX SOURCE pack and used for recording the associated data concerning the audio sound. That is, as shown in the figure, there are recorded a flag (LF) for indicating whether or not an audio sample frequency is locked with a video signal, the number of audio samples per one frame (AF SIZE), the number of audio channels (CH), mode information such as stereo/monoral etc. of each audio channel (PA and AUDIO MODE), information about a television system (50/60 and STYPE), a presence or absence of emphasis (EF), a time constant of emphasis (TC), a sample frequency (SMP) and a quantization information (QU).

In AAUX SOURCE CONTROL pack shown at B in Fig. 18 are recorded SCMS data (its upper bits express a presence or a non-presence of a copy right and its lower bits express whether or not the tape is an original tape), a copy source data (expressing whether or not it is an analogue signal source), a copy generation data, a cipher (a pass word), a type data (CP), a cipher data (CI), a flag indicating whether or not it is a recording start frame (REC ST), a flag for indicating whether or not it is a recording final frame (REC END), recording mode data such as an original recording/after recording/insert recording and the like (REC MODE), a flag for indicating a direction (DRF), a reproducing speed data and a genre category of recording data.

In AAUX REC DATA pack indicated at C in Fig. 18 are recorded a flag "DS" for indicating whether or not it is a summer time, a flag "TM" for indicating a presence or a non-presence of time difference of 30 minutes, a data "TIME ZONE" for expressing a time difference, and data of day, week-days, month and year, respectively.

In AAUX REC TIME pack indicated at D in Fig. 18 is recorded a recording time data of a frame of **hour(s)**minute(s)**second(s)** in SMPTE time code designation.

In AAUX REC TIME BINARY GROUP pack indicated at E in Fig. 18 is recorded a binary group data of SMPTE time code.

In AAUX CLOSED CAPTION pack indicated at A in Fig. 19 is stored data concerning a language and a type of a main audio and a second audio of EDS (Extended Data Service) using a format of CLOSED CAPTION signal transmitted during a vertical blanking period of a television signal. These data contents are as follows.

MAIN and 2ND AUDIO LANGUAGE:

000 = Unknown
001 = English
010 = Spanish

011 = French
 100 = German
 101 = Italian
 110 = Others
 111 = None

MAIN AUDIO TYPE:

000 = Unknown
 001 = Mono
 010 = Simulated Stereo
 011 = True Stereo
 100 = Stereo Surround
 101 = Data Service
 110 = Others
 111 = None

2ND AUDIO TYPE:

000 = Unknown
 001 = Mono
 010 = Descriptive Video Service
 011 = Non-program Audio
 100 = Special Effects
 101 = Data Service
 110 = Others
 111 = None

In the case that CLOSED CAPTION pack is recorded in AAUX main area, the types of a main audio sound and a second audio sound are responded to information. In turn, in the case that CLOSED CAPTION pack is not recorded in AAUX main area and in place of it a pack having no information is recorded, the types of the main audio sound and the second audio sound are responded to information of AUDIO MODE in AAUX SOURCE pack. A detail of AAUX CLOSED CAPTION will be described later.

Each of the packs shown at B to E in Fig. 19 and A, B in Fig. 20 belongs to a group of VAUX in Fig. 17 as apparent from the value of the item data and further they are used for recording associated data about video image.

Recorded contents of these packs will be described, wherein in VAUX SOURCE pack indicated at B in Fig. 19 are recorded a channel No. of a recording signal source, a flag (B/W) for indicating whether or not a recording signal is a monochrome signal, a code (CFL) expressing a color flaming, a flag (EN) for indicating whether or not CFL is effective, a code for indicating whether or not a recording signal source is one of camera/line/cable/tuner/soft tape and the like (SOURCE CODE), a data concerning a system of television signal (50/60 and STYPE) and a data concerning discrimination of UV broadcasting/satellite broadcasting and the like (TUNER CATEGORY).

In VAUX SOURCE CONTROL pack indicated at C in Fig. 19 are recorded.

SCMS data (upper bits expressing a presence or

a non-presence of a copy right and the lower bits expressing whether or not the tape is an original tape);
 a copy source data (expressing whether or not the data is an analog signal source);

5 a copy generation data, cipher (a pass word) type data (CP);

a cipher data (CI);

a flag for indicating whether or not it is a recording start flame (REC ST); and

10 a recording mode data such as an original recording/after recording/insert recording and the like (REC MODE), and further

a data concerning an aspect ratio and the like (BCSYS and DISP);

15 a flag (FF) concerning whether or not only the field signal of an odd number or an even number field in two consecutive repetitive outputs;

a flag (FS) concerning whether or not a signal of a field 1 is outputted during a period of the field 1 and concerning an output of a signal of a field 2;

20 a flag (FC) concerning whether or not the video image data in a frame is different from the video image data in a previous frame;

a flag (I1) concerning whether or not it is an interface, a flag (ST) concerning whether or not the recording video image is a still image;

25 a flag (SC) concerning whether or not the recording video image is a still image; and

a genre of the recording content. In VAUX REC

30 DATA pack indicated at D in Fig. 19 is recorded a data concerning a recording date, and in VAUX REC TIME pack indicated at E in Fig. 19 is recorded data concerning a recording time.

35 In a pack of VAUX REC TIME BINARY GROUP indicated at A in Fig. 20 is recorded a data about a group of binary of a time code.

In VAUX CLOSED CAPTION pack indicated at B in Fig. 20 is recorded CLOSED CAPTION signal transmitted during a vertical blanking period of a television signal. A detail of this pack will be described later.

40 As a special example of the pack, the pack with item codes being all 1 is defined as a pack of non-information (No Information pack: hereinafter called as "NO INFO pack").

45 As apparent from the foregoing, the digital VTR of the preferred embodiment is made such that a structure of the associated structure is a structure which is common to each of the areas as described above, so that softwares for recording and reproducing these data can be made in common, resulting in that their processing may be simplified. In addition, since a timing between a recording and a reproducing is kept constant, it is not necessary for a surplus memory such as RAM to be arranged for adjusting time and further also in the case that a new type of machine is to be developed, its software can be easily developed.

Even in the case that an error occurs during a reproducing operation, for example, such a pack configuration enables a subsequent pack to be easily taken out. Due to this fact, there is no opportunity that a large amount of data are not damaged by a transmittance of error.

In the case that a text data is stored in the aforesaid MIC, a structure of a pack is made as a structure having a variable length pack in which all the text data to be recorded are stored exceptionally in one pack, thereby an amount of consumption in the storing area of MIC is saved.

(8) Structure of an associated data recording area

Then, there will be described practical structures of AAUX area where various associated data are recorded with packs, VAUX area, a data area in a sub-code area and a recording area of MIC mounted in a tape cassette.

(1) AAUX area

At AAUX area, one pack is constructed in AAUX area having 5 bytes in a format of 1 SYNC block indicated at B in Fig. 9. Accordingly, AAUX area is composed of 9 packs per one track. Data in one frame is recorded in 10 tracks in the digital VTR of 525/60 system, so that AAUX area corresponding to one frame is expressed as shown in Fig. 21.

One section in this figure expresses one pack. Nos. 50 to 55 described in the section are set such that the item code in the pack of the section is expressed with hexa-decimal form (number 50 in this figure expresses the aforesaid AAUX SOURCE pack). These six kinds of packs are called as a main pack, and the area where these main packs are recorded is called as AAUX main area. Areas other than this area are defined as AAUX optional areas where any optional pack can be selected from various packs and recorded.

(2) VAUX area

As to VAUX area, VAUX area in one track is comprised of three SYNC blocks α , β , γ as shown in Fig. 11, wherein the number of packs is 15 per 1 SYNC block and 45 in one track as shown in Fig. 22. In addition, the area of 2 bytes just before the error code C1 in 1 SYNC block is used as a preliminary recording area.

A pack configuration of VAUX area corresponding to one frame is set as shown in Fig. 23. The pack having item codes 60 to 65 in hexa-decimal format in this figure is a VAUX main pack constituting VAUX main area, and the packs indicated at B to E in Fig. 19 and A, B in Fig. 20 correspond to them. Other packs constitute a VAUX optional area.

(3) Data area in sub-code area

As shown in Fig. 13, the data area in the sub-code area is written by every 5 bytes into each of SYNC blocks with SYNC block Nos. 0 to 11, and packs with SYNC block Nos. 3 to 5 and 9 to 11 constitute the main area and other packs constitute an optional area.

In the sub-code area, data corresponding to one frame is repeatedly recorded in a format shown in Fig. 24. In this figure, alphabets of capital letters express pack of main area and data such as a time code and a recording data and the like required for performing a high-speed search are recorded. Alphabets of small letters express a pack of optional area and in this area, an optional pack can be selected and an optional data can be recorded.

In addition, Fig. 24 shows a recording pattern in 525/60 system. In Fig. 25 is shown as a reference a recording pattern of sub-code data corresponding to one frame in 625/50 system. As shown in this figure, one frame in 625/50 system is composed of 12 tracks, a sub-code in one track is constructed by twelve SYNC blocks in the same manner as that of 525/60 system and only the number of tracks is different.

The main area in each of the areas described above is characterized in that a pack having associated information concerning a common basic data about all tapes is recorded. In turn, the optional associated data can be freely written by a software tape maker or a user and the like in the optional area. As the associated information, for example, there are various character information, character broadcasting signal data, a television signal data in optional line within a vertical blanking period or an effective scanning period, a computer graphics data and the like.

(4) Recording area of MIC

In Fig. 26 there is shown a data structure of a recording area of MIC. This recording area is also divided into a main area and an optional area, and all the areas are described in a pack structure except the leading one byte and non-used area (FFh). As described above, only the text data is of a pack structure of variable length and others are recorded in a pack structure having the same 5 byte fixed length as that of each of the areas of VAUX, AAUX and the sub-code.

At the leading address 0 in MIC main area are recorded APM3 bits of ID data defining a data structure of MIC and BCID (Basic Cassette ID) 4 bits. The value of APM IS "000" in the digital VTR of the preferred embodiment. In addition, BCID is a basic cassette ID and is the same content as that of ID board for ID acknowledgement in non MIC cassette (a tape thickness, a tape type and a tape grade). The ID board causes an MIC reading terminal to play the same role as that of

a recognition hole of the prior art 8-mm VTR, resulting in that it does not become necessary to punch a hole in a cassette half body as found in the prior art.

Three packs of CASSETTE ID pack, TAPE LENGTH pack, and TITLE END pack are recorded in sequence subsequent to the address 1. At CASSETTE ID pack are recorded a tape thickness information and a memory information about MIC. In TAPE LENGTH pack is recorded a cassette tape length by the number of tracks in reference to a tape maker, and a remained amount of tape can be immediately calculated in reference to the data and an absolute track No. indicating a recording final position stored in a subsequent TITLE END pack as well as this data. In addition, this recording final position information provides a convenient use for reproducing a midway with a cam coder, stopping it and returned to the original final recording position or performing a reservation with a timer.

The optional area is comprised of an optional event. The main area was a fixed area having 16 bytes ranging from an address 0 to an address 15. To the contrary, the optional area is a variable area having an address 16 and its subsequent address. A length of the area is changed in response to its length and in the case that the event is deleted, remaining events are filled in the addresses subsequent to the address 16 and kept there. All data not required after filling operation are written with FFh and they are applied as non-used areas. The optional area is option as its literal meaning shows and then mainly TOC (Table of Contents) or a tag information indicating a point on the tape and a text data such as a title concerning a program and the like are recorded.

When MIC is read out, a next pack header appears every 5 bytes or every a variable length byte (a text data) in response to the content of the pack header. However, when FFh in the non-use area is read out as the header, this corresponds to the pack header of NO INFORM pack, resulting in that the control micro-computer can detect that there is no information subsequent to this header.

The optional area is comprised of a common option and a maker option. A text data, for example, is inputted to the common option. The maker optional area is provided with "a maker code" pack having a large item of a soft mode "1111" and a small item of "0000" and subsequently it is further provided with a specific content for every maker. As a recording and writing into the optional area, the content of the common option is recorded in advance and subsequently the maker option is recorded.

Accordingly, as this "maker code" pack is discriminated, the content before it is a common content and the content subsequent to it is discriminated as a specific content for every maker. It is also found that one of or both of the content of the common option, or the "maker code" pack and the specific content for every

maker is not present.

[2] Recording circuit of a digital VTR

In the digital VTR of the preferred embodiment, a recording is carried out for the tape and MIC in response to the recording format described above. Both configuration and operation of the recording circuit of the digital VTR for performing such a recording as above will be described as follows.

One example of the constitution of the recording circuit is shown in Fig. 27. In this figure, the inputted composite video signal is separated by a Y/C separation circuit 1 into each of component video signals of Y, R-Y and R-Y, respectively, and supplied to an A/D converter 2. In addition, the composite video signal is supplied to a synchronous separation circuit 4 and the synchronous signal separated there is supplied to a clock generator 5. The clock generator 5 generates a clock signal for the A/D converter 2 and the blocking shuffling circuit 3.

The component signal inputted to the A/D converter 2 in 525/60 system is converted such that the Y signal is A/D converted at a sampling frequency of 13.5 MHz, the color difference signal is A/D converted at a sampling of 13.5/4 MHz and in turn the component signal in 625/50 system is converted such that the Y signal is A/D converted at a sampling frequency of 13.5 MHz and the color difference signal is A/D converted at a sampling frequency of 13.5/2 MHz, respectively. Only the data DY, DR, DB with effective scanning period of these A/D conversion outputs are supplied to the blocking shuffling circuit 3.

In this blocking shuffling circuit 3, the effective data DY, DR, DB are processed by a blocking with one block of 8 samples in a horizontal direction and 8 lines in a vertical direction, and further an efficiency of compression of the video image data is increased with a total number of 6 blocks, i.e. 4 DY blocks, one DR block and one DB block being applied as a unit, a shuffling for dispersing an error at the time of reproduction is carried out, thereafter the data is supplied from a compression coding part.

The compression coding part is comprised of a compression circuit 6 for carrying out a DCT (a dispersion cosine conversion) in respect to the block data of 8 samples in a horizontal direction and 8 lines in a vertical direction, an estimating device 8 for estimating whether or not a result of conversion can be compressed to a desired amount of data, and a quantization device 7 for finally determining a quantization step in response to a result of judgment and performing a data compression using a variable length coding. An output of the quantization device 7 is changed in the framing circuit 9 into a frame of the format described in reference to Fig. 11.

The mode processing micro-computer 27 in Fig. 27 is a micro-computer providing a man-machine

interface with a humankind and operates in synchronous with a frequency of vertical synchronous signal of a video signal. In addition, the signal processing micro-computer 15 operates more near the machine and operates in synchronous with the number of revolution of the drum 9,000 r.p.m and 150 Hz.

A pack data in each of the areas of VAUX, AAUX, and sub-code is basically generated by the mode processing micro-computer 27, an absolute track No. included in TITLE END pack and the like is generated by the signal processing micro-computer 15, thereafter the value is fitted to a predetermined location. The time code data stored in the sub-code is also generated by the signal processing micro-computer 15.

These results are given to IC16 for VAUX, IC17 for the sub-code and IC18 for AAUX which are interfaces interlinking between the micro-computer and the hardware. IC16 for VAUX provides a synthesizing with an output of a framing circuit 9 by a synthesizer 10 in a proper timing. IC17 for the sub-code may generate AP3, SID of ID of the sub-code and the pack data SDATA of the sub-code.

In turn, the input audio signal is changed by the A/D converter 11 into a digital audio signal. In addition, during an A/D conversion of the video signal and the audio signal, although not shown in this figure, it is necessary that a front stage of the sampling circuit is provided with an LPF corresponding to the sampling frequency. A/D converted audio data receives a data dispersion processing by the shuffling circuit 12, thereafter the data is changed into a frame of format in the framing circuit 13 described in reference to Fig. 9. At this time, IC18 for AAUX generates a pack data and fixes them at predetermined locations in SYNC block of audio by the synthesizer 14 at a proper timing.

Then, a recording circuit for the pack data will be described in reference to VAUX. In Fig. 28 is illustrated an entire flow. In this case, since AAUX is similar to VAUX, this is eliminated here. At first, the pack data to be stored in VAUX is generated in the mode processing micro-computer 27. This is converted into a serial data by the P/S converter circuit 118 and sent to a signal processing micro-computer 15 in accordance with a communication protocol for the micro-computer. The data here is returned back to the parallel data by the S/P converter circuit 119 and stored in the buffer memory 123. The header part at the extremity for every 5 bytes in the sent pack data is extracted by the pack header sensing circuit 120 and it is checked whether or not the pack is one requiring the absolute track No. If required, a switch 122 is changed over and the data of 23 bits is stored from the absolute track No. generating circuit 121 by steps of 8 bits. All the storing areas are fixed locations of PC1, PC2, PC3 of the pack to be stored in each of the pack structures as already described above.

In this case, the circuit 119 is a serial I/O con-

tained in the micro-computer, wherein the circuits 120, 121 and 122 are composed of some micro-computer programs, the circuit 123 is a RAM contained in the micro-computer. In this way, a processing in the pack structure is satisfactory within the processing time of the micro-computer without assembling it in a hardware, so that a cost-effective micro-computer is used.

In this way, data stored in the buffer memory 123 is read out in sequence under an instruction from a writing side timing controller 125 of IC 16 for VAUX. At this time, the switch 124 is changed over with the former half 6 packs being applied for a main area and its subsequent 390 packs being applied for an optional area.

FIFO 126 for the main area has a capacity of 30 bytes, and FIFO 127 for the optional area has a capacity of 1950 bytes (525/60 system) or 2340 bytes (625/50 system).

As shown at A in Fig. 29, VAUX is stored at locations of SYNC Nos. 19, 20 and 156 within the track.

In the case that the track Nos. in the frame are 1, 3, 5, 7 and 9, the main area is present at the former half part of SYNC No. 19 and in turn in the case that the track Nos. within the frame are 0, 2, 4, 6 and 8, the main area is present at the latter half part of SYNC No. 156 under - azimuth. These states are totally arranged within one video frame as shown at B in Fig. 29. As described above, the time when a timing signal nMAIN = "L" corresponds to the main area. Such a signal as above is generated by the reading side timing controller 129, the switch 128 is changed over and then its output is transferred to the synthesizing device 10.

In this case, when nMAIN = "L" occurs, the data of FIFO 126 for the main area is read out repeatedly by 10 times (525/60 system) or by 12 times (625/50 system). When nMAIN = "H" occurs, FIFO 127 for the optional area is read out. This is only once read in one video frame.

In Fig. 30 is mainly illustrated a VAUX pack data generating part within the mode processing micro-computer. At first, the circuit is roughly divided into one for the main area and the other for the optional area.

The circuit 131 is a circuit for collecting and generating data for the main area. Such data as shown in this figure is received from a digital bus or a tuner and at the same time data group as indicated at 139 within it are generated. This is assembled in the bit byte structure of the main pack, the pack header is added by the switch 132 and then it is inputted to the P/S converter circuit 118 through the switch 136.

To the data collecting and generating circuit 133 for the optional area are inputted TELE TEXT data or a program title and the like from the tuner, for example, so as to generate the pack data storing these data.

A VTR set individually determines in what optional area the data is recorded. The pack header is set by the circuit 134, added by the switch 135 and inputted to the P/S conversion circuit 118 through the switch 136. Also in this case, the circuit 118 is a serial I/O contained in the micro-computer, and the circuits 131 to 137 are comprised of micro-computer programs.

In Fig. 31 is mainly illustrated a generating part for AAUX pack data of the mode processing micro-computer. Its operation is similar to that of the generating part for VAUX pack data. Thus, major differences will be described.

As the program titles coming from the tuner, there may come some titles of music programs coming from an audio PCM broadcasting in addition to the title of the TV program such as BTAT-003. In addition, the sampling frequency and the number of quantization bits and the like of the so-called digital audio sounds of A-mode and B-mode are determined in advance from the tuner.

In addition, in order to make AAUX CLOSED CAPTION pack, it is necessary that CLOSED CAPTION signal within a vertical blanking period of the video signal is received from the tuner and the data concerning the audio sound is extracted from the decoder 150. Then, AAUX CLOSED CAPTION pack is generated and at the same time data which is requisite and essential for reproducing an audio signal is inputted into AAUX SOURCE pack and AAUX SOURCE CONTROL pack.

At the generating device 19 in Fig. 27 are generated each of IDs of AV (Audio/Video), a pre-SYNC and a post-SYNC.

In this case, AP1 and AP2 are also generated and inputted to the predetermined IDs. An output from the generator 19, ADATA (an audio data), VDATA (a video data), SID and SDATA are changed over by the first switching circuit SW1 at a proper timing.

Then, an output of the first switching circuit SW1 is added with a predetermined parity at the parity generating circuit 20, and supplied to random number forming circuits 21 and 24/25 converter circuit 22. In this case, the random number forming circuit 21 changes the input data into random numbers in order to eliminate a DC component of data.

In addition, the 24/25 converter circuit 22 performs a processing in which 1 bit is added for every 24 bits of data to apply a pilot signal component and a pre-coding processing suitable for a digital recording (a partial response class IV).

These data attained in this way is supplied to the synthesizing device 23, where SYNC patterns of audio, video and sub-code generated by the generating device 24 for A/V SYNC and sub-code SYNC are synthesized.

The output from the synthesizer 23 is supplied to the second switching circuit SW2. ITI data outputted

by the ITI generating device 25 and amble pattern outputted by the amble pattern generator 26 are also supplied to the second switching circuit SW2.

To the ITI generating device 25 is supplied each of data of APT, SP/LP and PF from the mode processing micro-computer 27. The ITI generating device 25 fits these data at predetermined locations of TIA and supplies them to the second switching circuit SW2.

The mode processing micro-computer 27 performs a mode monitoring of an entire digital VTR. A third switching circuit SW3 connected to this micro-computer is a group of switches for instructing a recording and a reproducing operation with external switches of a main body of the VTR. In these switches is also included a recording mode setting switch of SP/LP. A result of setting with the switch group is detected by the mode processing micro-computer and further given to the signal processing micro-computer 15, the MIC micro-computer 29 and the mechanism control micro-computer (not shown) through an inter-micro computer communication.

In Fig. 32 is shown a data generating part of the MIC micro-computer 29. A serial data came from the mode processing micro-computer 27 is converted into a parallel data by the S/P converter circuit 159 and processed in the micro-computer.

The items in the main area shown in Fig. 26 to be revised at the VTR are APM at an address 0, ME flag in CASSETTE ID pack, and TITLE END pack. In these items, RE (Recording Proofed Events Exists) flag and ME (MIC Error) flag are generated within the MIC micro-computer, although data of others is received from the mode processing micro-computer.

In these items, the absolute track No., SL, BF flags are generated by the signal processing micro-computer as shown in Fig. 28 and are received through the mode processing micro-computer 27.

The data got in this way are assembled in response to an operation of MIC 28 and written into MIC 28. The switch 152 supplies the pack header 1Fh when TITLE END pack is written, and the switch in a state other than this is changed over to the lower side.

Various information are recorded in the optional area of MIC. For example, if the data is a timer recording reservation event, a recording year-month-day, a recording hour-minute-second and a program title and the like are sent from the mode processing micro-computer 27.

These information are assembled and written by the MIC micro-computer as required. Finally, data are set by the circuit 158 on the IIC format which is the MIC communication protocol and written into a MIC 28. In this figure, the components other than the circuits 158, 159 are micro-computer programs, although actually data in the circuits 151, 153 are stored in the RAM of the micro-computer.

In the case of MIC, such a product as an easy type MIC writing unit can be devised. As this unit, va-

rious kinds of types acting as a viewer may be applied, although the circuit is constituted such that the S/P conversion circuit 159 is eliminated from Fig. 32.

As the viewer, there may be considered to have a function for seeing TOC (Table of Contents) in the MIC, although as apparent from Fig. 32, there is also another data during a writing operation which can not be attained in its single form. For example, it is useless to say that a recording start position is tried to be inputted under a timer recording reservation and this can be available only after the viewer is set to a VTR.

Returning again to Fig. 27, the switching circuit SW2 is changed over at a predetermined timing, thereby an amble pattern and the ITI data are added to the output of the synthesizer 23. The output of the second switching circuit SW2 is amplified by a recording amplifier (not shown) and recorded in a magnetic tape (not shown) by a magnetic head (not shown).

The aforesaid continuous recording operation is carried out under a cooperation relation with a mechanism controlling micro-computer or the signal processing micro-computer 15 and ICs concerning each of the parts mainly around the mode processing micro-computer 27.

[3] Reproducing circuit of a digital VTR

Then, referring to Figs. 33 to 36, a reproducing circuit in the digital VTR of the preferred embodiment will be described.

In Fig. 33, a fine signal reproduced from a magnetic tape (not shown) by a magnetic head (not shown) is amplified by a head amplifier (not shown) and added to an equalizer circuit 31. The equalizer circuit 31 performs an inverse processing of an emphasis processing (for example, a partial response class IV) carried out for improving an electromagnetic conversion characteristic between a magnetic tape and a magnetic head during a recording operation.

A clock CK is extracted from the output of the equalizer circuit 31 by a clock extracting circuit 32. This clock CK is supplied to the A/D converter 33 and then the output of the equalizer circuit 31 is changed into a digital value. 1 bit data attained in this way is written into FIFO 34 with the clock CK.

This clock CK is a time unstable signal including a jitter component of a rotary head drum. However, the data before its A/D conversion also contains a jitter component, so that its sampling itself does not show any problem.

However, in the case that the video data and the like are extracted from this component, they may not be taken out unless the data is stable in view of its time and so a time axis adjustment is carried out by applying FIFO 34. That is, although the writing is carried out with an unstable clock, the reading is performed with a stable clock SCK got from a self-exciting oscillator 51 using a crystal oscillator shown

in Fig. 34. As a depth of the FIFO 34, it has a surplus capacity in which it is not read out faster than an inputting speed of the input data.

The output of each of the stages in FIFO 34 is added to a SYNC pattern sensing circuit 35. SYNC patterns in each of the areas are changed over by a timing circuit 39 through the fifth switching circuit SW5 and given.

The SYNC pattern sensing circuit 35 is of a fly-wheel configuration, wherein SYNC pattern is once detected, it is checked if the same SYNC pattern comes after a predetermined SYNC block length. If this is right by more than three times, for example, it is assumed to be true so as to prevent an erroneous sensing. A depth of FIFO 34 requires a value corresponding to this value.

Upon sensing SYNC pattern in this way, since an amount of shift is determined in which one SYNC block can be taken out by extracting a certain portion from the output of each of the stages in FIFO 34, the fourth switching circuit SW4 is closed in response to the value above, and a required bit is taken into a SYNC block ascertaining latch 37.

With such an arrangement as above, the inputted SYNC No. is taken out at SYNC No. extracting circuit 38 and supplied to the timing circuit 39. It can become apparent that on what location in the track is being scanned by head in reference to the read SYNC No., so that the fifth switching circuit SW5 and the sixth switching circuit SW6 are changed over.

The sixth switching circuit SW6 is changed over to a lower side when the head is scanning the ITI area, ITI SYNC pattern is removed through a subtractor 40 and added to an ITI decoder 41.

Since the ITI area is recorded under its coded form, this area is decoded to enable each of data of APT, SP/LP, PF to be taken out. These data are given to a mode processing micro-computer 42 to which a seventh switching circuit SW7 for use in setting a SP/LP mode is connected. The mode processing micro-computer 42 determines an entire operation mode of the digital VTR and performs an entire system control of the set in cooperation with the mechanism control micro-computer 45 or the signal processing micro-computer 60.

To the mode processing micro-computer 42 is connected the MIC micro-computer 43 for monitoring APM and the like. Information got from the MIC 44 within the cassette (not shown) provided with MIC is given to the MIC micro-computer 43 through a MIC contact point switch (not shown) and then the MIC is processed under a cooperation of the mode processing micro-computer 42. There is also an occasion that a certain set causes the MIC micro-computer to be eliminated and the MIC processing is carried out by the mode processing micro-computer 42.

When the head is scanning the audio area, video area or sub-code area, the sixth switching circuit SW6

is changed over to an upper side. After extracting SYNC pattern in each of the areas through the subtractor 46, it is passed through the 24/25 inverse conversion circuit 47, it is added to the inverse random number formation circuit 48 and then returned back to an original row of data. The data taken out in this way is added to the error correction circuit 49.

At the error correction circuit 49, an error data is detected and corrected with a parity added at its recording side and the data having error not removed from it at most is outputted together with an error flag. Each data is changed over by the eighth switching circuit SW8 and outputted. AV ID, pre-SYNC and post-SYNC extracting circuit 50 extracts a SYNC No., a track No. stored in an A/V area, a pre-SYNC and a post-SYNC and each of SP/LP stored in the pre-SYNC, respectively. These signals are given to the timing circuit 39 and used for generating various timings. In addition, at the aforesaid extracting circuit 50, AP1 and AP2 are also extracted, they are supplied to the mode processing micro-computer 42 so as to perform a checking operation of them. In the case that AP1 and AP2 = 000 are set, the circuit normally operates and if other values than the aforesaid one are present, it performs an alarm processing and the like.

As to the SP/LP, the mode processing micro-computer 42 performs a comparison study of it with one got from ITI. SP/LP information is written by three times in a TIA area in the ITI area, wherein a reliability of it is improved by a decision of majority only there. As the pre-SYNC, the audio signal has 2SYNC and the video signal has 2SYNC, and a total number of 4 SP/LP information are written. Also in this area, a decision of majority is set so as to improve a reliability. Then, finally in the case that both of them are not coincided to each other, one in the ITI area is preferentially employed.

VDATA outputted from the eighth switching circuit SW8 is divided into a video data and VAUX data by a ninth switching circuit SW9 shown in Fig. 34. Then, the video data is given to the framing circuit 54 together with the error flag.

The deframing circuit 54 operates to perform an inverse conversion of the framing at the recording side, wherein it holds a feature of data inputted there. In the case that a certain data still has an error which is not yet removed, the circuit understands how does this influence effect against other data, so that the circuit performs a transmittance error processing operation there. Under such a condition as above, the error flag becomes a VERROR flag containing a new error flag. This deframing circuit 54 may also perform a processing in which even if the data contains error, the data which is not important in reproducing the video image is processed with a certain modification so as to eliminate the error flag.

The video data is returned back to the data before its compression through the inverse quantization cir-

cuit 55 and the inverse compression circuit 56. The data is returned back to its original video space by the deshuffling and deblocking circuit 57. The video image can be modified on the basis of the VERROR flag only after data is returned back to the actual video space. In other words, the processing is carried out such that the video data before one frame is always stored in the memory in advance and the video block showing a certain error is replaced with a previous-video block.

Subsequent to the deshuffling operation, the data is divided into three systems of DY, DR and DB, respectively. The data is then returned back to each of analog components of Y, R-Y and B-Y by the D/A converters 61 to 63. As the clock at this time, both an output from the oscillation circuit 51 and another output divided in its frequency by the frequency divider 52 are used. That is, Y is 13.5 MHz, R-Y and B-Y have 6.75 MHz or 3.375 MHz, respectively.

Three signal components got in this way are synthesized at the Y/C synthesizing circuit 64, and further synthesized with a composite synchronous signal got from the synchronous signal generating circuit 53 and outputted from the terminal 66 as the composite video signal.

ADATA outputted from the eighth switching circuit SW8 is divided into an audio data and AAUX data by the tenth switching circuit SW10 shown in Fig. 34. Then, the audio data is given to the deframing circuit 67 together with the error flag.

The deframing circuit 67 is a circuit where an inverse conversion of a framing at the recording side is carried out, and it understands the feature of the data inputted there. In the case that a certain data has still an error not yet removed, the circuit understands how does this error influences other data, so that the circuit performs a transmittance error processing. For example, in the case of sampling of 16 bits, one data has a unit of 8 bits and thus one error flag becomes AERROR flag including a new transmittance error.

The audio data is returned back onto an original time axis by a subsequent deshuffling circuit 68. At this time, the correcting operation for the audio data is carried out on the basis of the previous AERROR flag. That is, a processing such as holding of a previous value replacing with a sound just before error is carried out. In the case that the error period is too long and the repairing is not effective, a countermeasure such as muting is performed to eliminate sound itself.

After performing such a countermeasure as above, the data is returned back to an analog value by the D/A converter 69 and outputted from an analog audio output terminal 70 while getting a proper timing for a lip sink with the video data.

Each of VAUX and AAUX divided by the ninth switching circuit SW9 and the tenth switching circuit SW10 is processed with a pre-processing such as a decision of majority and the like at IC58 for VAUX and

IC72 for AAUX while referring also to the error flag, respectively.

ID data SID and the pack data SDATA in the sub-code area outputted from the eighth switching circuit SW8 are given to the IC72 for the sub-code, also where a pre-processing such as a decision of majority while referring to the data applied with these pre-processings are given to the signal processing micro-computer 60, and finally their final reading operation is carried out. Each of errors which can not be removed in the pre-processing is given to the signal processing micro-computer 100 as VAUXER, SUBER and AAUXE, respectively.

The IC72 for the sub-code extracts AP3 and APT, they are delivered to the mode processing micro-computer 42 through the signal processing micro-computer 60 and checked. The mode processing micro-computer 42 ascertains the value of APT in response to APT got from ITI and APT got from the sub-code and at the same time if this value is not "000", the micro-computer performs an alarm processing and the like. In addition, in the case of AP3 = 000, the micro-computer performs normally and in the case of other values, it performs an alarming processing and the like.

The error processing for the pack data will be supplemented here, wherein each of the areas has a main area and an optional area. In the case of 525/60 system, the same data is written in the main area by ten times. Accordingly, even if some of the data have a certain error, the data can be supplemented and realized, resulting in that the error flag at this time does not become an error any more. Provided that the data is once written in the optional area other than the sub-code, so that the errors are left as they are as VAUXER and AAUXER.

The signal processing micro-computer 60 performs a transmitted error processing or a data repairing processing by estimating a cooperative relation of the pack of each of data. The result judged in this way is given to the mode processing micro-computer 42 so as to be applied as a material for determining an operation of the entire set.

IC58 for VAUX and the reproducing circuit for the pack data in the signal processing micro-computer 60 will be described in reference to VAUX. AAUX is quite the same as that of the former except the data amount in the optional area and so its description is eliminated. In this case, there will be described an example of the configuration in which the decision of majority is not applied as its pre-processing but the simple processing system is applied where the data is not written into the memory if the error occurs.

In Fig. 35 is illustrated an example of the circuit of IC58 for VAUX. At first, VAUX pack data came from the switching circuit SW9 is divided into a memory 165 for the main area and the FIFO 168 for the optional area by changing-over the switch 161 by the writing side timing controller 162 at a timing of $nMAIN = "L"$

shown in Fig. 29.

As to the pack data in the main area, its header is read by the pack header sensing circuit 163 and the switch 164 is changed over. Then, only when the error is not found, the data is written into the memory 165 for the main area. The memory 165 is comprised of 9 bits and the portions covered by dotted nets correspond to error flag storing bits.

As an initialization of the memory 165 for the main memory, all the contents in 1 video frame are set to all 1 (= no information). If it has an error, no operation is carried out, and if it has no error, the data is written and at the same time 0 is written at the error flag. Since the same pack is written in the main area by 10 times or 12 times per one frame, a location where 1 is placed at the final time of 1 video frame is acknowledged finally as an error.

Since the optional area is basically once written, the error flag is written into the FIFO 168 for the optional area together with the data as it is. These data are transmitted to the signal processing micro-computer 60 through the switches 166 and 167 changed over by a reading side timing controller 169.

Referring to Fig. 36, a processing operation in the signal processing micro-computer 60 will be described. At the signal processing micro-computer 60, an analysis is carried out in reference to the pack data and error flag transmitted there. In this figure, the pack data (VAUXDT) transmitted from the IC58 for VAUX is divided by the pack header discriminating circuit 171, and stored in the memory 172. In this case, no special discrimination is carried out for the main area and the optional area.

In the case of pack in the main area, no writing is performed when the error flag "1" is placed at VAUXER in the same manner as that the IC58 for VAUX. With such an arrangement as above, the correction can be carried out at a value before at least one video frame. Since it can be considered that the content in the main area has a quite strong relation with the value before 1 video frame, no special problem occurs even if this processing is alternatively applied.

In turn, in the case of the optional area, since it can be assumed that it has no specific relation with the value before 1 video frame, an error transmittance operation is carried out with a unit of pack. If there is an error in a pack data of fixed length of 5 bytes, this method is basically carried out by changing it into NO INFO pack with all data being FFh, although it becomes necessary to set an individual accommodation for the pack. For example, in the case of TELETEX data pack having TELETEX data stored therein, it is possible to perform it easily to replace with TELETEX pack header even if the pack header has an error due to a relation in which some packs continue to be present. In addition, if the pack header has no error even if the data part has a certain error, the pack is not changed into NO INFO pack. This

means that a recovery of TELETEXT data is also applied for a parity check of a TELETEXT decoder and even if it is apparent that there is an error, the data is kept as it is.

That is, in the digital VTR of the preferred embodiment, the description is eliminated for the reproducing circuit in Fig. 34, although the pack data featuring in having a large amount of data and a series of data sequences such as text data, TELETEXT data and the like is delivered from the signal processing micro-computer 60 to an exclusive data processing so as to perform a high efficient error correction and at the same time a load against the mode processing micro-computer 42 is reduced.

The data adjusted by the operation in the signal processing micro-computer 60 contains no error flag. They are changed into serial data through the P/S conversion circuit 178, and sent to the mode processing micro-computer 42 in accordance with the communication protocol between the micro-computers. They are returned back to the parallel data through the S/P conversion circuit 174 and then a pack data decomposition analysis is carried out. This decomposition analysis processing is basically an inverse processing against that shown in Figs.30 and 31, so that its description is eliminated.

The circuits 171, 176 and the switch 175 are composed of programs of a micro-computer, wherein the memory 172 is a memory within the micro-computer, and the circuits 173 and 174 are serial I/Os within the micro-computer.

In the decomposition analysis of the pack data in the mode processing micro-computer 42, the pack data is analyzed in accordance with the decided pack header, and each of various kinds of control information and displaying information got as a result of analysis is supplied to the control circuit and the displaying circuit and the like.

In addition, the reproducing processing at the MIC micro-computer 43 is basically an inverse processing against that shown in Fig. 32, so that its description is eliminated.

A summary of the digital VTR of the preferred embodiment has already been described mainly in reference to the case of 525/60 system. However, the digital VTR of the preferred embodiment is not limited to this system, but it can be immediately applied to 625/50 system of another SD (Standard Density), 1125/60 system and 1250/50 system of HD (High Density), respectively.

Also the data formats within 1 track in any system are common to each other and their differences consist in a difference in the number of tracks constituting 1 frame. That is, in the 625/50 system, 1 frame is comprised of 12 tracks and in turn in 1125/60 system, 1 frame is comprised of 20 tracks and in 1250/50 system, 1 frame is comprised of 24 tracks, respectively.

2. Application ID System

With the foregoing, a summary of the digital VTR in the preferred embodiment has been described. However, this digital VTR is basically designed such that it is not limited to a commercial digital VTR of a video compression recording system and its product can be easily developed as various kinds of digital signal recording and reproducing devices other than the above device. ID data APT, AP1 to AP3 and APM appeared in the description of the aforesaid digital VTR play a role for enabling them to develop into various digital signal recording devices, and these ID data are totally defined as an application ID.

The aforesaid application ID is not an ID for deciding an example of application of the digital VTR, but merely an ID for deciding a data structure of area in the recording medium. APT and APM have the following meanings as described above.

APT: To define the data structure on a track

APM: To define the data structure of MIC

That is, at first, the data structure on a track in the digital signal recording and reproducing device is defined in reference to the value of APT. That is, the track subsequent to ITI area is divided into several areas as shown in Fig. 37 in response to the value of APT, and the data structures such as the positions on these tracks, SYNC block configuration, and ECC configuration for use in protecting data against error are uniformly defined. In addition, each of the areas has an application ID for use in deciding the data structure of each of the areas.

Application ID of an area (n) : To decide a data structure in an area (n)

The application ID on the tape has a step-wise structure as shown in Fig. 38. That is, an area on the track is defined by APT acting as the original application ID, and each of the areas has some definitions of AP1 to APn. The number of areas is defined by APT. Although two layers are illustrated in Fig. 38, if required, one additional layer can be added below it. As described above, values of APT, AP1 to APn are specified, the constitution of practical signal processing of the digital signal recording and reproducing device and application of this device are defined.

APM of the application ID within MIC has only one layer and its value which is the same as that of APT is written by the digital signal recording and reproducing device.

A cassette, mechanism, servo-system, ITI area generating and sensing circuit and the like in the commercial digital VTR can be applied as they are by this application ID system to make a group of quite different products such as a data streamer or a multi-track digital audio tape recorder. Even if one area is defined, its content can be defined further by the appli-

cation ID in that area, so that a quite wide development of product can be realized in providing a video data under a value of a certain application ID, a video audio data or a computer data under another value of application ID.

A practical example of the case in which the value of the application ID is specified will be described. At first, a state with APT = 000 is illustrated in Fig. 39. At this time, area 1, area 2 and area 3 are defined on the track. Then, their positions on the track, SYNC block configuration, ECC configuration for protecting the data against the error, gaps for assuring each of the areas or the over-right margin for assuring superposed caption are decided. Further, in each of the areas is present the application ID for deciding the data structure of each of the areas. Their definitions are as follows.

AP1: To decide the data structure of the area

AP2: To decide the data structure of the area

AP3: To decide the data structure of the area

A state in which the application ID in each of the areas has a value of 000 is defined as follows.

AP1 = 000 : To employ data structure of audio, AAUX of a video compression recording system commercial digital VTR

AP2 = 000 : To employ data structure of video, VAUX of a video compression recording system commercial digital VTR

AP3 = 000 : To employ data structure of ID, a sub-code of a video compression recording system commercial digital VTR

That is, in the case that the video compression recording system commercial digital VTR is realized, there become APT, AP1, AP2, AP3 = 000, respectively. At this time, APM is also set to 000.

3. Data recording and reproducing in a vertical blanking period

Data recording and blanking in a vertical blanking period as employed in an embodiment of the present invention will be described in detail.

[1] Kind of data in vertical blanking period

Fig. 40 is a view for analyzing an output of tuner for a present television signal. From the tuner are outputted audio pilot signals for use in discriminating composite video signals, audio signals, stereo signals and bilingual broadcasting and the like.

In these signals, the composite video signals are comprised of video data, two-dimensional/one-dimensional converting data (H.SYNC, H.BLK, V.SYNC, V.BLK) and system data. As system data, there are closed caption (hereinafter abbreviated as "CC"),

EDS, WSS, VBID and the like.

The important data in these data are system data for the composite video signals. In these system data are included not only information (video associated information) about the video, but also information about audio (audio associated information), wherein their contents should be recorded together with video and audio. In the analog VTR, 1 field becomes 1 track and the vertical blanking period is recorded and reproduced as it is.

However, in the digital VTR, the two-dimensional/one-dimensional conversion data having the system data therein are already removed, so that the system data can not be reserved as they are. An operation in which the inputted data is recorded as it is and the inputted signal is outputted as it is called as "a transparent recording". In the digital VTR, this transparent recording can not be carried out unless a certain supplemental recording means is employed.

In Fig. 41 is shown a major system data. In general, a frequency which can be recorded and reproduced in an analog VTR is 1 MHz or less.

Accordingly, CC, EDS, VBID and WSS in Fig. 41 can be recorded and reproduced and other signals than these show blurred wave forms. In view of this meaning, the analog VTR cannot perform any transparent recording. Although the character multiplex broadcasting or TELETEXT cannot be recorded and reproduced, they are not originally applied as signals under an assumption of recording or reproducing operation, their objects consist in an operation that a decoder interprets them to display the character data on a television screen and transmits a character broadcasting program (a stock price and the like) which is quite different from the video of the composite video signal (however, a caption broadcasting is partially performed).

Further, inter-station control signals or work signals are used for performing adjustment between the stations, and they are applied in special application signals, so that they should not be enabled to be recorded by the analog VTR. In addition, since the macro-vision signals are used for guarding against a copying operation, they may not be recorded.

The present inventors filed the corresponding inventions (Jap.Pat.Appln.Nos.Hei 5-277633 and 5-339481) in which macro-vision signals, inter-station control signals and work signals are processed by using a LINE pack in order to assure a transparent characteristic in respect to the system data in the digital VTR. On the contrary, the present disclosure provides means for assuring a transparent characteristic in respect to system data having a frequency of 1 MHz or less such as CC, EDS, VBID, WSS and the like in the aforesaid system data which can be stored by the analog VTR.

It is of course possible that CC, EDS, VBID, WSS and the like are recorded by using the LINE pack pre-

viously filed in the patent application. However, their storing area is VAUX optional area shown in Fig. 23. The optional area is literally option, so that it may be applicable that there are certain sets not corresponding to the data.

In turn, in the case that it is assumed that there is provided a manner of use in which an analog VTR and a digital VTR are mixedly connected to each other, a transparent characteristic is lost unless CC, EDS, VBID, WSS and the like which can be kept at least by the analog VTR are reserved without fail.

Since the copy guarding signal such as SCMS is also included in these signals, even if this signal is stored in the optional area by using the LINE pack, the set not to be corresponded cannot restore it. That is, there is a possibility that a copy-free state may occur.

Accordingly, it is necessary that these system data are stored in the main area of VAUX so as to cause all the digital VTRs to correspond to them. The present disclosure realizes this feature.

Referring now to Fig. 42, main areas of VAUX, AAUX will be supplementary described. As described above, within the main area of VAUX is stored the pack data with the pack header being 60h to 65h. In addition, within the main area of AAUX is stored a pack data with the pack header being 50h to 55h.

Each of the packs having the pack headers of 60h, 61h, 50h and 51h is called as SOURCE pack and SOURCE CONTROL pack, respectively, and each of them is a pack having some data requisite and necessary for restoring video data or audio data and some data about laws of a copy guard and the like. Accordingly, referring to these 4 packs only, it becomes possible to reproduce a video signal and an audio signal.

In turn, each of the packs having pack headers of 62h, 63h, 64h; and 52h, 53h, 54h is called as REC DATE pack, REC TIME pack, BINARY GROUPE pack, respectively, and they may be eliminated data such as recording year, month and day, recording time and the like. For example, in the case of recording with VTR having no clock therein, the recording year, month, day or recording time are not apparent, NO INFO pack (FFh) is recorded.

In the preferred embodiment, the aforesaid CC, EDS, VBID, WSS and the like are transparent recorded by using CC pack having the pack headers of 65h and 55h, and transparent pack having the pack headers of 56h and 66h.

[2] Recording with CC pack

At first, VAUX CC pack is stored as it is in such a manner that a data part of 16 bits except a clock-run-in (6.5 cycle) and a start bit (2 cycle "L" and 1 cycle "H") subsequent to the clock-run-in of CC signal shown in Fig. 43 is stored under a format shown at B in Fig. 20.

CC signals are inserted into a first field and a second field of a video signal. Provided that it is sometimes found that EDS data is inserted into the second field. That is, one VAUX CC pack can store original data of CC signal and EDS data.

CC signal is already legalized in U.S. as means for assisting physical-handicapped persons and it is a legal-must provision that all television sets with 14" or more sold in U.S have this decoder installed therein.

Accordingly, it is necessary that CC signal is stored in the main area of VAUX and all digital VTRs accommodate for it. As the pack header of VAUX CC pack, 65h is given as described above. The storing location is as shown in Fig. 23. The signal itself is not present in other countries than U.S, so that NO INFO pack (FFh) is stored at this signal location.

Since this pack header 65h means the line 21 in the first field and the second field, a line ID required in the LINE pack is not needed in the pack. During a reproducing operation, the data in this pack is inserted into the line 21 of the video signal so as to recover the original CC signal. With such an operation as above, the television set having the reproduced video signal inputted therein can decode this signal by the internal decoder and provide a caption service and the like.

Referring now to Fig. 44, a writing rule of the CC pack will be described. In the following description, the CC signal shall contain EDS data unless otherwise specified.

CC signal contains data requisite and necessary for reproducing video signal and audio signal and other data not requisite and necessary for them. VAUX CC pack store them as they are. Then, in the case of recording former data, it is reflected against the pack having the pack headers of 60h, 61h, 50h, 51h, i.e. SOURCE pack of VAUX and AUX, and SOURCE CONTROL pack. In addition, AAUX CC pack stores signals of CC signal in which information about audio is decoded.

In order to record the signal in the CC pack, at first, it is discriminated whether or not this CC signal is present in the video signal. This operation detects the line 21 and checks whether or not there is a clock-run-in having a period of 32 fH after passing 10.5 μ sec or more from a descending of its horizontal synchronous signal. If there is the clock-run-in, the CC signal is present. Then, data of 16 bits is extracted. The circuit constructed for the above-described operation is stored in the tuner corresponding to the CC signal.

This data is composed of 2 sets of ASCII codes of 7 bits (b0 to 66 of Character One and Character Two) and its MSB is a parity (P1, P2). In the case of decoding the CC signal, this parity is checked and in the case that this is recorded by the VTR of the preferred embodiment, no special operation is per-

formed and this is stored as 2-byte data as shown at B in Fig. 20 as it is, because of the fact that an actual decoding is carried out by a television set.

In this paragraph, a case in which the tape recorded in U.S. is brought into Japan and reproduced there will be studied. VTR exported to Japan has no accommodation of CC signal. However, as shown in Fig. 41, the CC signal has information about an aspect ratio. With such an arrangement as above, a wide-type television set sold in U.S. performs an automatic changing-over of the aspect ratio.

In turn, a wide-type television set of Japan performs an automatic changing-over of aspect ratio through VBID, so that information about the aspect ratio is essential. To the contrary, if this information is stored only in the CC pack, a VTR exported to Japan cannot understand it, so that an automatic changing-over of aspect ratio cannot be carried out.

Thus, in the VTR of the preferred embodiment, when data is stored in VAUX CC pack as shown in Fig. 44, it is a duty that data requisite and necessary for reproducing video signal and audio signal are extracted and reflected against the pack having the pack headers of 60h, 61h, 50h and 51h.

In this way, for example, since the aspect ratio reflects against the pack having a pack header of 61h without fail, even if the VTR cannot understand VAUX CC pack, it can restore VBID data from information of the aspect ratio stored in the pack having the pack header of 61h. Accordingly, the wide-type television of Japan can change over automatically the aspect ratio in reference to this VBID.

With such an arrangement as above, it is possible to prevent video or audio signals from being accidentally prohibited to be reproduced or unnatural audio signal from being reproduced.

In this case, VAUX CC pack will be summarized, wherein the CC signal contains data requisite and necessary for reproducing the video signals and the audio signals as well as other data not requisite and necessary, although VAUX CC pack stores them as they are.

In the case that the former is recorded, it is reflected against the pack having the pack header of 60h, 61h, 50h, 51h without fail. During the reproducing operation, the set capable of decoding this VAUX CC pack can utilize all data within the set.

Although the VAUX CC pack can not be decoded, the set which can be acknowledged as VAUX CC pack can be restored to the 21st line of the video signal. In addition, the set which cannot acknowledge the decoding of VAUX CC pack is ignored and the vertical blanking information required by the set may be restored from the pack data having the pack header of 60h, 61h, 50h and 51h. With such an arrangement as above, it becomes possible to get a compatibility in all types of VTR sets.

Then, information about the audio signal inserted

into the vertical blanking period will be described. As shown in Fig. 41, information about the audio signal should be stored in the audio area as AAUX data. Then, in the preferred embodiment, AAUX CC pack is defined and information about the audio signal within the vertical blanking period is stored. As the pack header, 55h is given as already described.

The configuration of the pack is set as illustrated in Fig. 19A, wherein its storing locations are set as shown in Fig. 21. Information requisite and necessary for reproducing the audio signal and information not requisite and necessary for reproducing the audio signal are stored in this AAUX CC pack. However, as described above, information requisite and necessary for reproducing the audio signal is reflected against 50h, 51h.

The set which can understand this AAUX CC pack during the reproducing operation can utilize all information about audio signal. Then, the set which cannot understand it does not show any problem if it understands the packs having the pack headers of 50h, 51h.

Since information about the audio signal is stored in the VAUX CC pack as it is, it has a surplus characteristic and it is preferable that information about the audio signal is reproduced from the audio area in view of the signal processing. In addition, as a result that only the video area is after-recorded, even if information about audio signal stored in VAUX CC pack is lost, information about audio signal is left in AAUX CC pack, so that it is possible to reproduce audio signal.

One example of operation in the case that a recording and a reproducing are performed in VAUX CC pack and AAUX CC pack is illustrated in Figs. 45 and 46. At first, during the recording operation, a presence or a non-presence of the CC signal is discriminated (S1). As described above, this detects the line 21 of the video signal and after elapsing of 10.5 μ sec. or more from the descending of the horizontal synchronous signal, it is checked if there is a clock-run-in of 32 fH period. If there is the clock-run-in of 32fH period, the CC signal is present.

If the CC signal is not present, FFh is stored in AAUX CC pack and AAUX CC pack so as to get NO INFO pack. In turn, if there is a CC signal, it is judged if information about audio signal is present in it (S3).

If information about audio signal is present, it is stored in AAUX CC pack, and is reflected against AAUX SOURCE pack and AAUX SOURCE CONTROL pack (S4). In addition, the CC signal itself is stored in VAUX C pack and is reflected against VAUX SOURCE pack and VAUX SOURCE CONTROL pack (S5).

In turn, if information about audio signal is not present, the CC signal is stored in VAUX CC pack, and is reflected against VAUX SOURCE pack and VAUX SOURCE CONTROL pack (S5).

Then, during the reproducing operation, a pres-

ence or a non-presence of VAUX CC pack is judged (S1). If it is present, its content is superposed on the line 21 of the video signal as it is (S2). In turn, if VAUX CC pack is not present, it is judged if AAUX CC pack is present or not. If AAUX CC pack is present, its content is encoded to the CC signal (S4) and superposed on the line 21 of the video signal (S5). If AAUX CC pack is not present, the processing is finished.

Although not shown in the reproducing circuit of Figs.33 to 36, the pack data decomposing and analyzing part in the mode processing micro-computer 42 adds the clock-run-in and the like to the data part of the CC signal read out of the VAUX CC pack and superposes it to the line 21 of the reproducing video signal. In addition, when VAUX CC pack is not present, but AAUX CC pack is present, the CC signal is encoded in response to its content and superposed to the line 21 of the video signal.

In this paragraph, a case in which information about audio signal in the EDS data of the CC signal is recorded and reproduced will be described more practically.

As already described in reference to the AAUX CC pack at (1) in Fig. 19, the EDS data has information about language and kind of a major audio and a second audio as information about the audio signal.

In the preferred embodiment, this information is decoded and recorded under a format indicated at A in Fig. 19. At this time, this information is reflected against AUDIO MODE of AAUX SOURCE pack. In Fig. 47 is illustrated one example of a cooperative relation between the stored pack in AAUX CC pack and AUDIO MODE of AAUX SOURCE pack.

This results in that a transparent characteristic about the CC signal and EDS data in Fig. 41 can be assured.

[3] Recording with a transparent pack

Then, means for counter measuring against VBID, WSS and the vertical blanking data which may appear as a new data will be described.

In the present system, in order to store these data as they are, a VAUX transparent pack is defined. The pack header is 66h. In addition, in order to store information about audio signal, a AAUX transparent pack is defined. The pack header is 56h (the transparent pack is called as "TR pack" hereinafter).

In Fig. 1 is indicated an assembly of these TR packs. The recording position is the same as that of the CC pack. Rules in respect to 60h, 61h, 50h and 51h are also the same as those of the CC pack.

In Fig. 2 is shown an arrangement in which a compatibility between the sets is set in view of TR pack corresponding VTR and TR pack non-corresponding VTR. In this way, even in the case of TR pack non-corresponding VTR, the CC pack is most preferentially accommodated in a region defined by a law such as

U.S.

In Fig. 3 is indicated VAUX TR pack. In this way, various signals are discriminated in reference to data tupe 4 bits.

In this case, a character X denotes a signal name which may probably appear in the future. This is an example in which the contents of the first field and the second field are different from each other. The data part is prepared for a maximum 28-bit area. This is because the clock of 1 MHz or less as shown in Fig. 41 has such the number of bits as above. Then, the bits near the horizontal synchronous signal are applied as LSB and the data are filled in sequence.

Fig. 4 shows an example in which 20 bits of VBID are filled and another example in which 14 bits of WSS are filled.

Then, in Fig. 5 is indicated AAUX TR pack. Its configuration is the same as that of VAUX TR pack shown in Fig. 3.

In this case, a point to be noted consists in the fact that 0000 to 0010 of the data type are missing numbers. It is announced that VBID, WSS, EDTV2 do not contain information about audio signal. Accordingly, this pack is not required, so that data is stored in VAUX TR pack, although AAUX becomes NO INFO pack. At this time, if the data type in VAUX TR pack and the data type in AAUX TR pack are differently assigned from each other, their accommodation is inconvenient, so that the data not required have missing numbers.

Then, a method for arranging the TR pack and the CC pack on the track will be described. In Figs.21 and 23, 1 frame 10 tracks are applied as pairs of 2 tracks. Then, the main areas of two locations in this track pair have the same content without fail. In this way, since five kinds of TR packs or CC packs per one frame can be recorded, it is possible to increase more the number of packs to be recorded than the case in which the same pack is recorded in 10 tracks.

Any kind of data can be written in this pack in any type of manner, although the CC pack is written in the final track pair without fail. In this way, the TR pack can be eliminated and even if the tape having the TR pack and the CC pack merged to each other comes to the set for writing only the CC pack on 10 tracks, only the CC pack can be picked up without fail.

That is, in the set in which only the CC pack is written with 10 tracks, if the reproduced CC pack data has no error, it is written into the memory 165 for the main area in Fig. 35, and if it has an error, a processing of no writing data is carried out in a unit of 1 frame (10 tracks).

At this time, in the case that the CC pack data reproduced from a previous track in 1 frame unit in the memory 165, the data is superposed on it. Accordingly, if the CC pack data reproduced from the tenth track, this is employed as the CC pack data of that frame. As the tape having the TR pack and the CC

pack mergedly recorded from each other as shown in Fig. 6 comes into the device, it is employed as the pack data of that frame if the CC pack reproduced from the tenth track has no error.

As described above, it is possible to keep a compatibility with the set corresponding only to the CC pack by fixing the position where the CC pack is written. In addition, a degree of preference of the CC pack can be increased by fixing the writing position of the CC pack to the final track pair. In this case, the arrangement of track pair is used for countermeasuring against the clogging of one channel.

Fig. 6 is a format of a tape in which a recording is performed by the corresponding VTR at CC, VBI and WSS, respectively. At this time, the data such as aspect ratio requisite and necessary for reproducing a video signal are reflected against the pack of the pack headers of 60h, 61h.

In the case that the tape recorded in this way is reproduced by the CC, VBI corresponding VTRs, only the CC data and the VBI data can be read out and superposed on a predetermined position during a vertical blanking period of the video signal. The WSS data can be restored from the pack data of 60h, 61h if required and superposed on the predetermined position of the vertical blanking period of the video signal. AAUX TR pack is similar to that described above, so its description is omitted.

Claims

1. A digital video and audio signal recording and/or reproducing device comprising:
 - a recording format having a first recording area for recording a coded video signal, a second recording area for recording a coded audio signal, and a third recording area for recording an audio associated data constructed in pack form;
 - means for coding the video signal and recording it in said first recording area;
 - means for coding the audio signal and recording it in said second recording area;
 - means for forming in pack the audio-associated information inserted in a vertical blanking period of said video signal and recording it in said third recording area;
 - means for reproducing the coded video signal from said first recording area and decoding the video signal;
 - means for reproducing the coded audio signal from said second recording area and decoding the audio signal; and
 - means for reproducing the audio-associated information formed in pack from said third recording area and reading out said associated information.

2. A digital video and audio signal recording and/or reproducing device according to Claim 1, wherein the third recording area has a major zone and a sub-zone, records the audio-associated information in the sub-zone of said third recording area and said audio-associated information having a high degree of importance is recorded in the main zone in said third recording area.
3. A digital video and audio signal recording and/or reproducing device according to Claim 2, wherein when the content of the sub-zone can be understood during a reproducing operation, the associated information in said sub zone is superposed on the vertical blanking period of the video signal and in turn when the content in the sub-zone can not be understood, only the associated information in the major zone having a high degree of importance is superposed on the vertical blanking period of the video signal.
4. A digital video and audio signal recording and/or reproducing device according to Claim 3, wherein a pair of tracks recorded by a pair of heads having different azimuth angles to each other are handled as pair and the kind of the associated information in the sub-zone is increased.
5. A digital video and audio signal recording and/or reproducing device according to Claim 4, wherein the most preference associated information is recorded in the sub-zone of the final track pair within 1 frame, thereby even if other associated information are recorded in the sub-zone of other track pairs, their convertibility is assured.
6. A digital video and audio signal recording and/or reproducing device comprising:
 - a recording format having a first recording area for recording a coded video signal, a second recording area for recording a coded audio signal, and a third recording area for recording an audio-associated data constructed in pack form;
 - means for coding the video signal and recording it in said first recording area;
 - means for coding the audio signal and recording it in said second recording area;
 - means for forming in pack the video-associated information and the audio-associated information inserted in a vertical blanking period of said video signal and recording it in said third recording area;
 - means for reproducing the coded video signal from said first recording area and decoding the video signal;
 - means for reproducing the coded audio signal from said second recording area and decoding the audio signal; and

means for reproducing the video-associated information and the audio-associated information formed in pack from said third recording area and reading out said associated information and superposing it in the vertical blanking period of said decoded video signal.

7. A digital video and audio signal recording and/or reproducing device according to Claim 6 in which only the data part in the video-associated information and audio-associated information is recorded or reproduced. 5
8. A digital video and audio signal recording and/or reproducing device according to Claim 7 in which a line No. is not stored in the data formed in pack by using a pack having a predetermined discrimination data in correspondence with said line No. into which the video-associated information and the audio-associated information are inserted. 10 15 20
9. A digital video and audio signal recording and/or reproducing device according to Claim 8 in which a fourth recording area for recording the audio-associated data formed in pack is provided in the recording format and there is provided means for forming the audio-associated information in pack and recording it in said fourth recording area. 25
10. A digital video and audio signal recording and/or reproducing device according to Claim 9 in which: 30
 - each of the third recording area and the fourth recording area has a major zone and a sub-zone, the video-associated information and the audio-associated information are formed in pack as they are and they are recorded at the sub-zone of said third recording area; 35
 - the video-associated information having a high degree of importance in said video-associated information is formed in pack and recorded in the main zone of said third recording area; 40
 - the audio-associated information is formed in pack and recorded in the sub-zone of said fourth recording area; and
 - the audio-associated information having a high degree of importance in said audio-associated information is formed in pack and recorded in the main zone of said fourth recording area. 45
11. A digital video and audio signal recording and/or reproducing device according to Claim 10, in which 50
 - when the content of the sub-zone cannot be understood during a reproduction, only the associated information in the main zone having a high degree of importance is superposed in the vertical blanking period of the video signal. 55

12. A digital video and audio signal recording and/or reproducing device according to Claim 11, in which

a pair of tracks to be recorded by a pair of heads having different azimuth angles from each other are handled as a pair and the kind of associated information recorded in the sub-zone is increased.

13. A digital video and audio signal recording and/or reproducing device according to Claim 12, in which

the associated information of the most preference is recorded in the final track in 1 frame, thereby even if other associated information is recorded in the sub-zone of other track pair, they may keep a compatibility.

FIG. 1

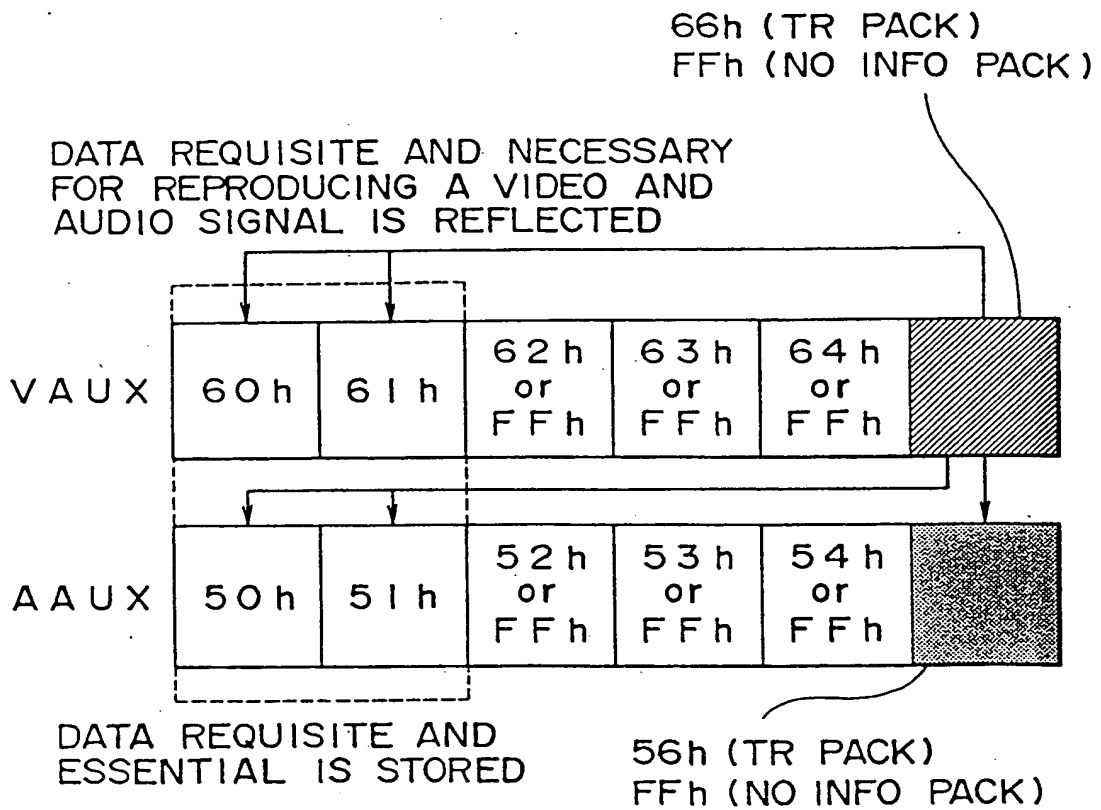


FIG. 2 A

WHEN RECORDED

TR PACK NON-CORRESPONDING VTR	IF THERE IS A CC PACK, IT IS WRITTEN
TR PACK CORRESPONDING VTR	CC PACK AND TR PACK ARE WRITTEN (CC PACK IS WRITTEN WITHOUT FAIL AT THE FINAL TWO TRACKS OF 1 VIDEO FRAME)

FIG. 2 B

WHEN REPRODUCED

TR PACK NON-CORRESPONDING VTR	IF THERE IS A CC PACK, IT IS SUPERPOSED ON A PREDETERMINED LINE AND SENT OUT
TR PACK CORRESPONDING VTR	IF THERE ARE CC PACK AND TR PACK, THEY ARE SUPERPOSED ON PREDETERMINED LINES AND SENT OUT
IN BOTH TR PACK CORRESPONDING VTR AND TR PACK NON-CORRESPONDING VTR, OTHER COMPOSITE VIDEO SIGNAL ASSOCIATED INFORMATION CAN BE RECOVERED FROM 60h, 61h, 50h AND 51h PACKS	

FIG. 3

	MSB	LSB
PC 0	0	0
PC 1	DATA TYPE	LSB
PC 2	DATA	
PC 3	(UP TO MAXIMUM 28 bits)	
PC 4	MSB	

DATA TYPE :

0 0 0 0 = VBID
 0 0 0 1 = WSS
 0 0 1 0 = EDTV2
 0 0 1 1 = X FIELD 1
 0 1 0 0 = X FIELD 2
 OTHERS = RESERVED

FIG. 5

	MSB	LSB
PC 0	0	0
PC 1	DATA TYPE	LSB
PC 2	DATA	
PC 3	(UP TO MAXIMUM 28 bits)	
PC 4	MSB	

DATA TYPE :

0 0 0 0 = MISSING NUMBER
 0 0 0 1 = MISSING NUMBER
 0 0 1 0 = MISSING NUMBER
 0 0 1 1 = X FIELD 1
 0 1 0 0 = X FIELD 2
 OTHERS = RESERVED

FIG. 4A

PC 0	0	1	1	0	0	1	1	0
PC 1	-----> LSB				0	0	0	0
PC 2	----- VBID DATA -----							
PC 3	-----< MSB							
PC 4	1	1	1	1	1	1	1	1

IN THE CASE THAT VBID DATA (20 bits)
IS RECORDED

FIG. 4B

PC 0	0	1	1	0	0	1	1	0
PC 1	-----> LSB				0	0	0	1
PC 2	----- WSS DATA -----							
PC 3	1	1	1	1	1	1	-----< MSB	
PC 4	1	1	1	1	1	1	1	1

IN THE CASE THAT WSS DATA (14 bits)
IS RECORDED

FIG. 6

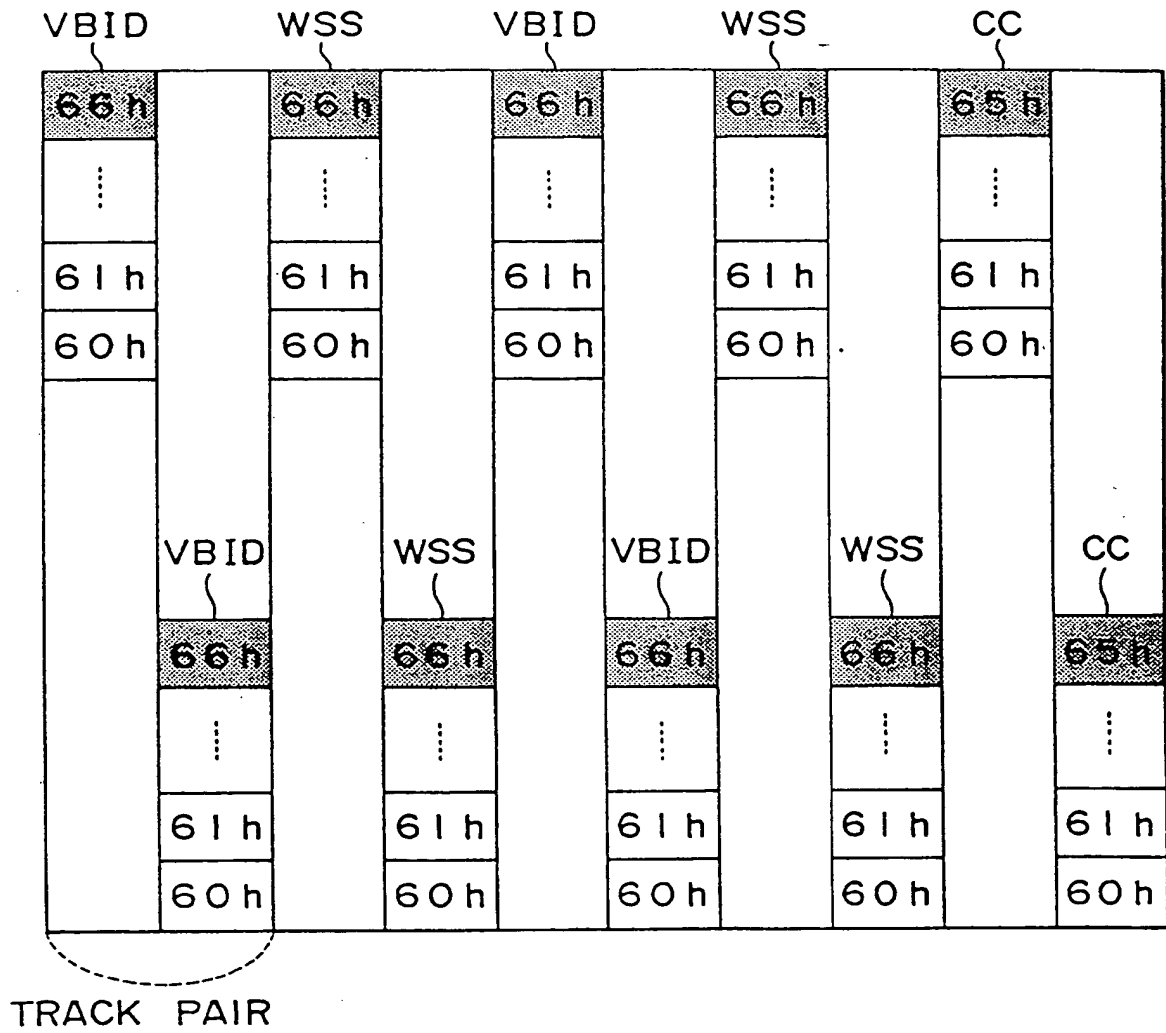


FIG. 7

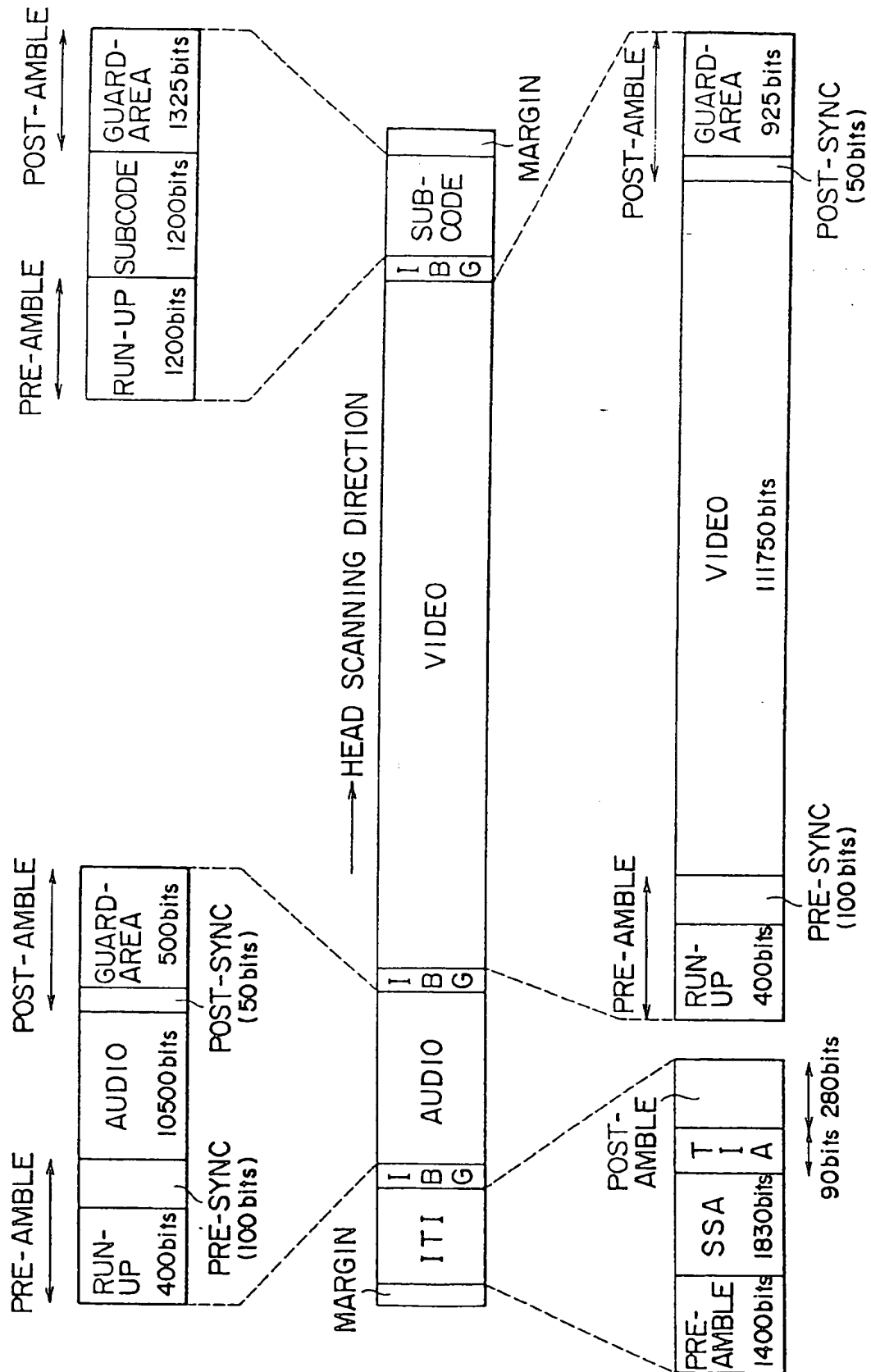


FIG. 8A

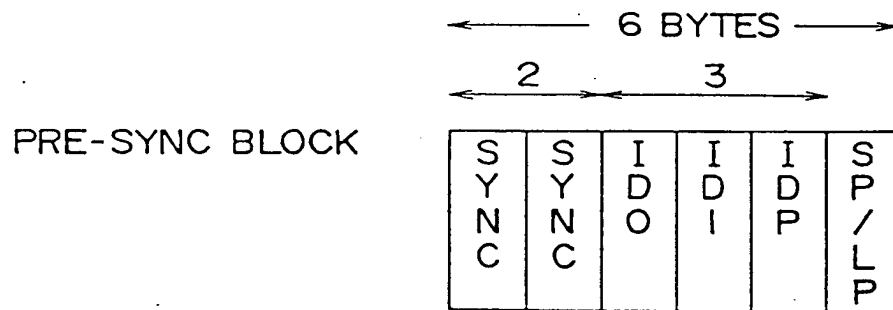
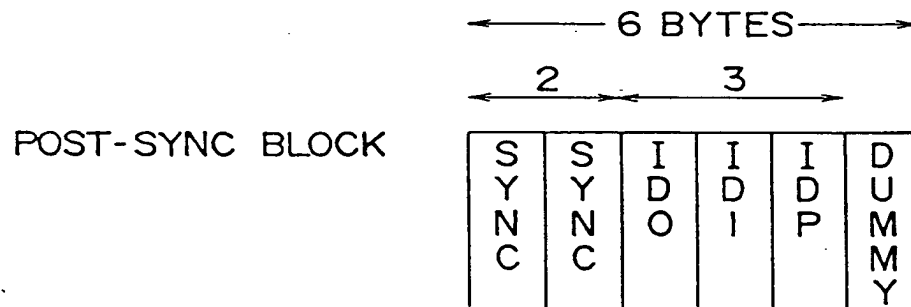


FIG. 8B



[AUDIO]

FIG. 9A

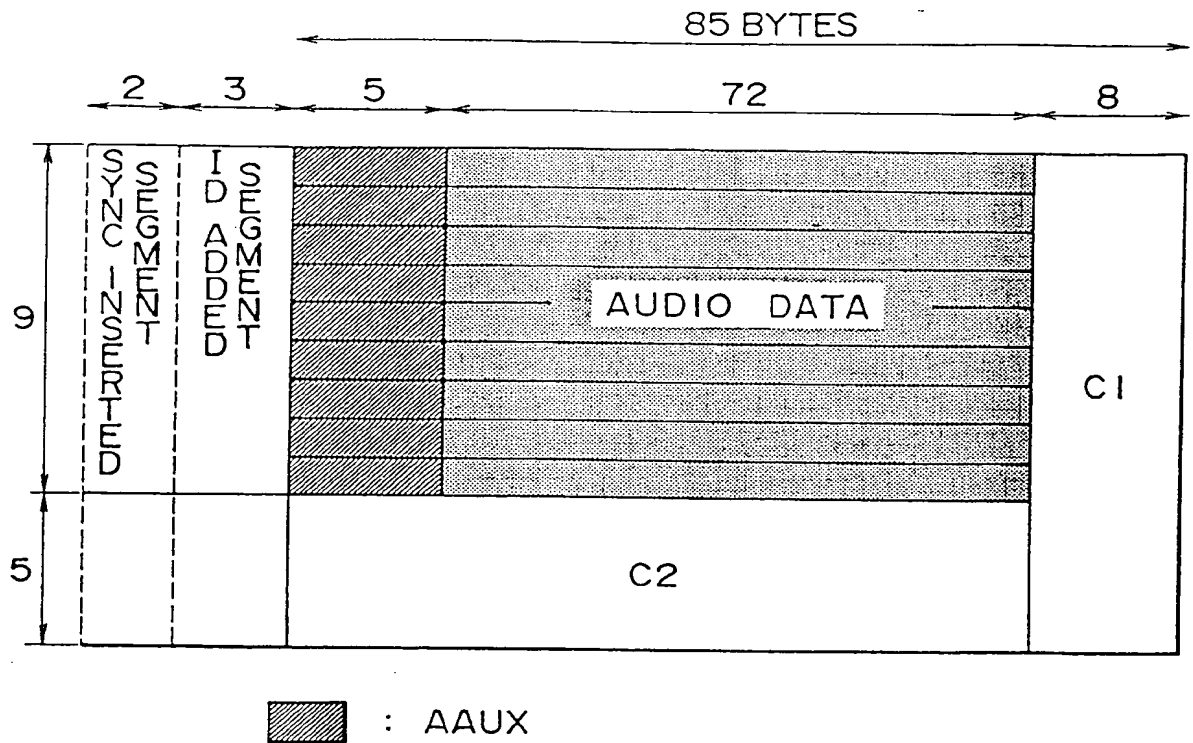


FIG. 9B

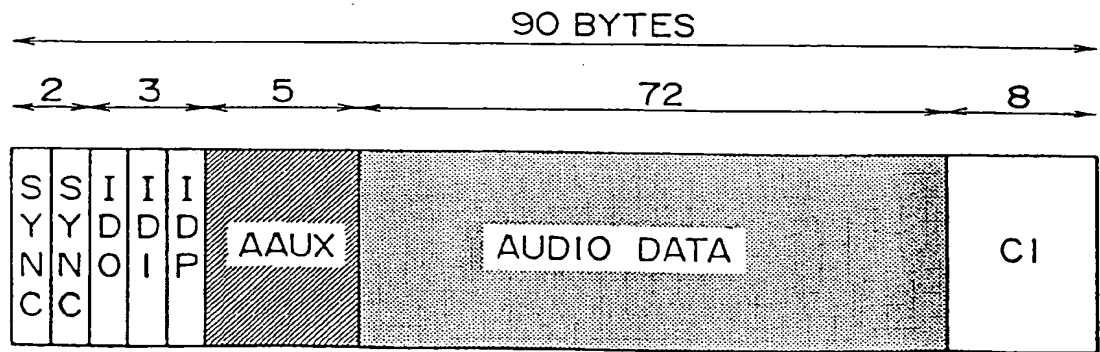


FIG. 10A

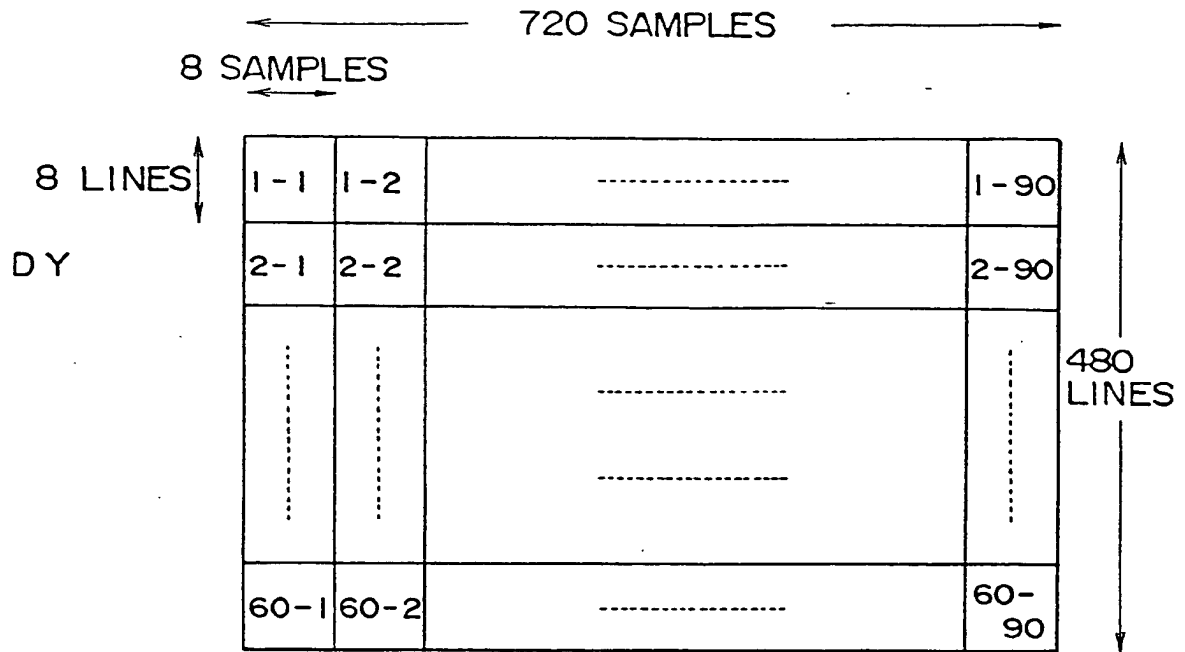


FIG. 10B

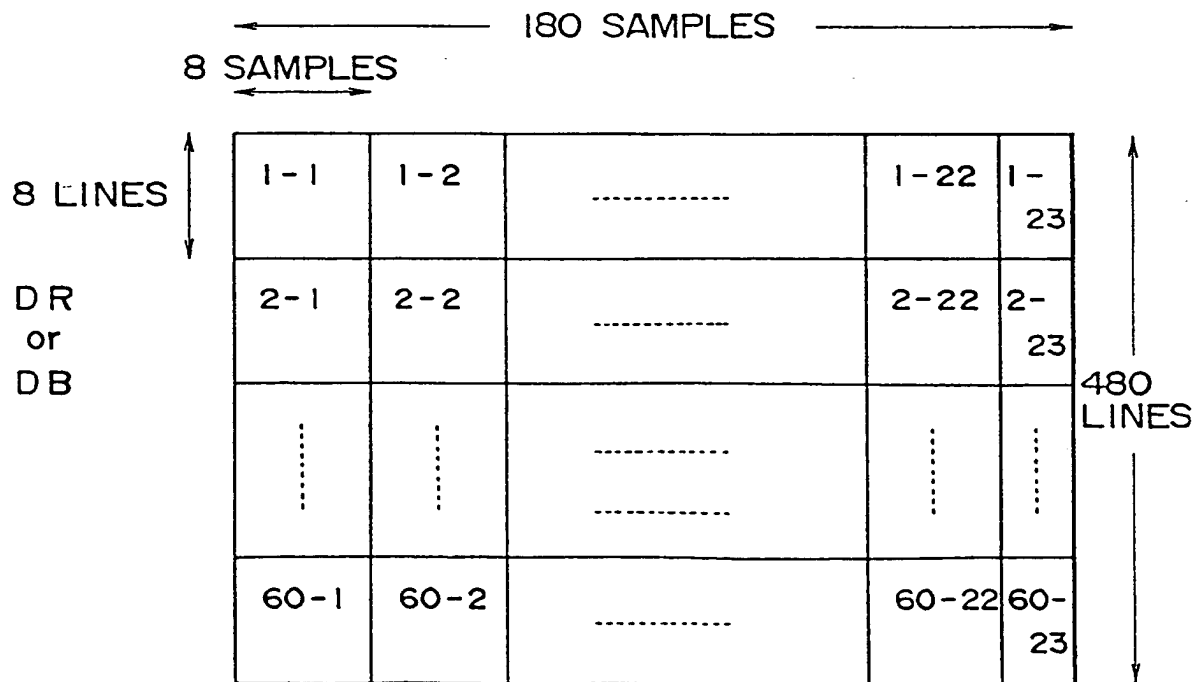


FIG. 11

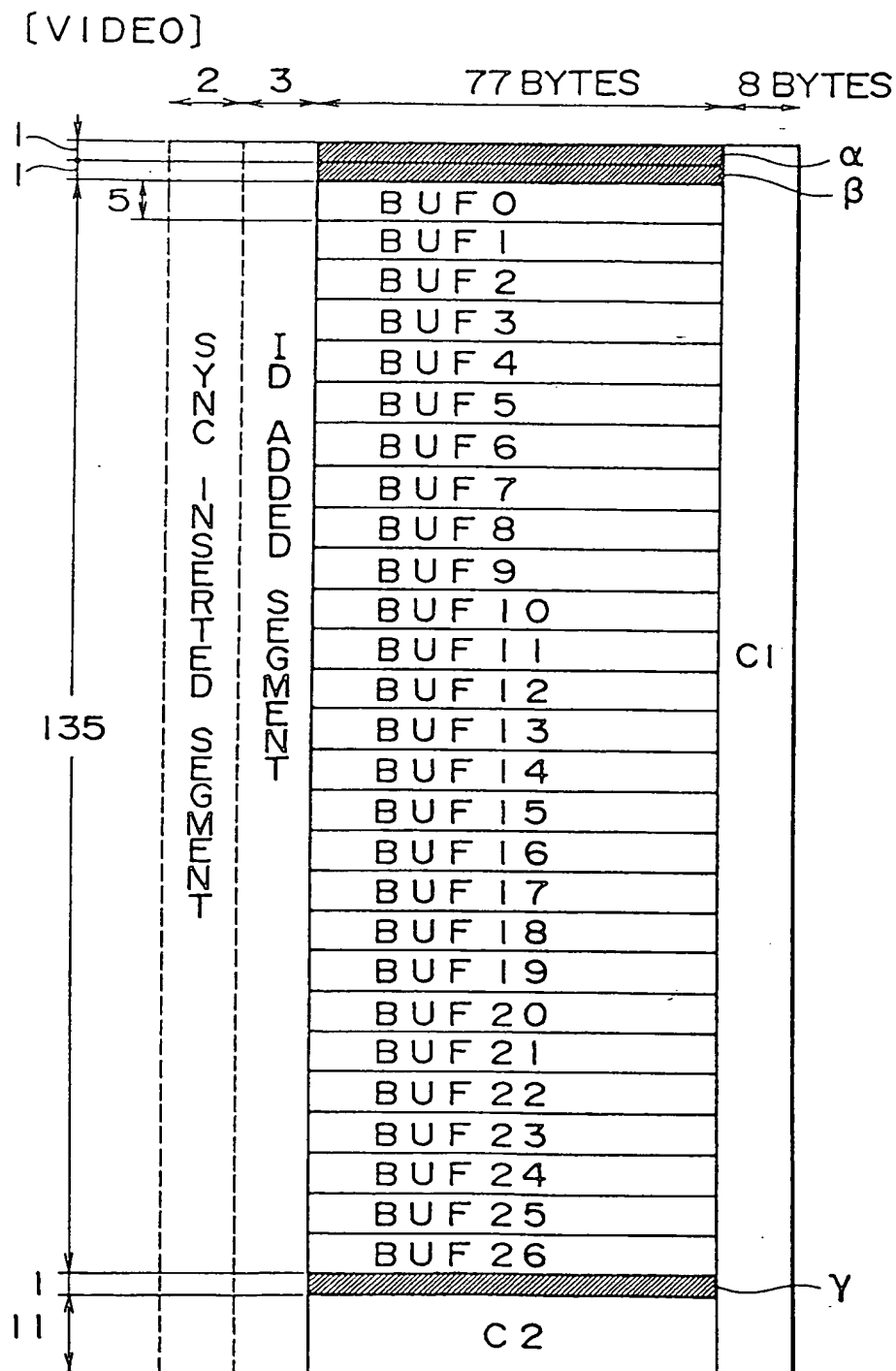


FIG. 12A

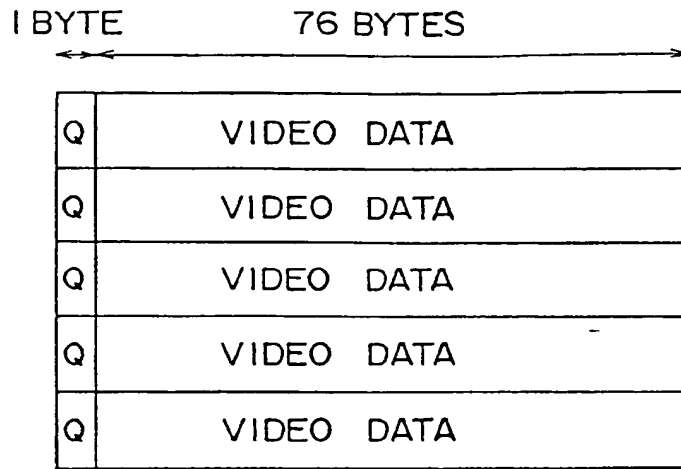


FIG. 12B

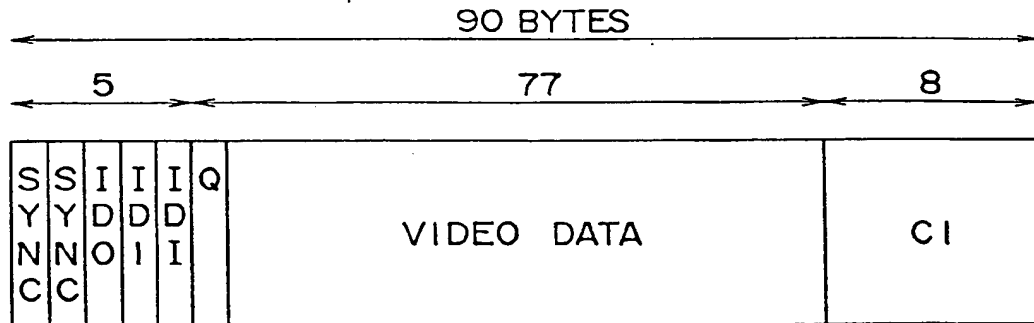


FIG. 12C

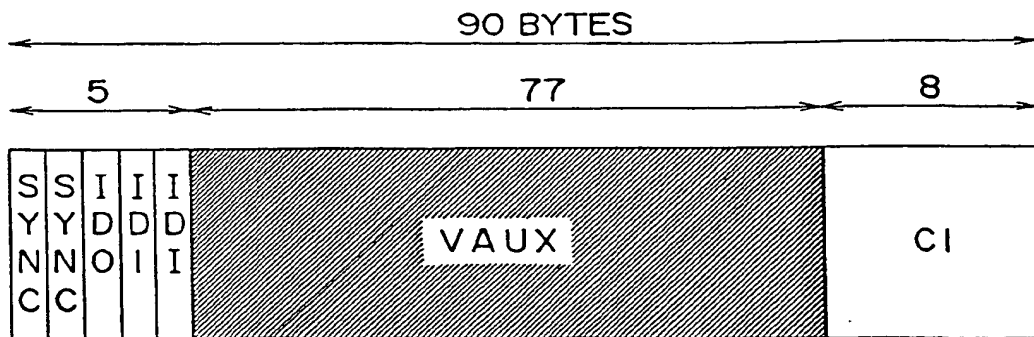


FIG. 13

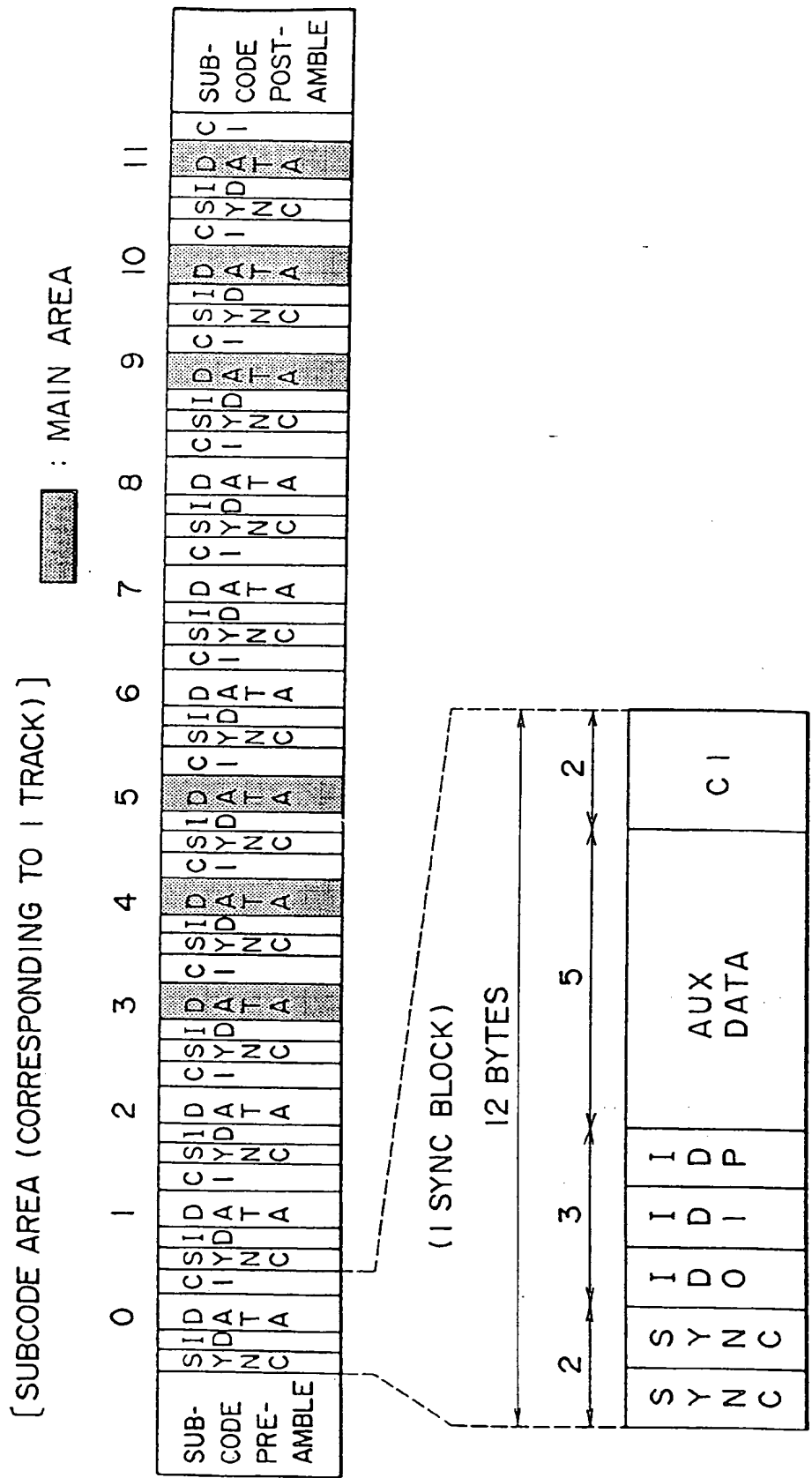


FIG. 14A

		I D O	I D I
MSB	AAUX + AUDIO SYNC, VIDEO SYNC,	SEQ 3	SYNC 7
		SEQ 2	SYNC 6
		SEQ 1	SYNC 5
		SEQ 0	SYNC 4
		TRACK 3	SYNC 3
		TRACK 2	SYNC 2
		TRACK 1	SYNC 1
LSB		TRACK 0	SYNC 0

FIG. 14B

		I D O	I D I
MSB	PRE - SYNC, POST - SYNC, C2 PARITY SYNC,	API / AP 2 2	SYNC 7
		API / AP 2 1	SYNC 6
		API / AP 2 0	SYNC 5
		SEQ 0	SYNC 4
		TRACK 3	SYNC 3
		TRACK 2	SYNC 2
		TRACK 1	SYNC 1
LSB		TRACK 0	SYNC 0

FIG. 15

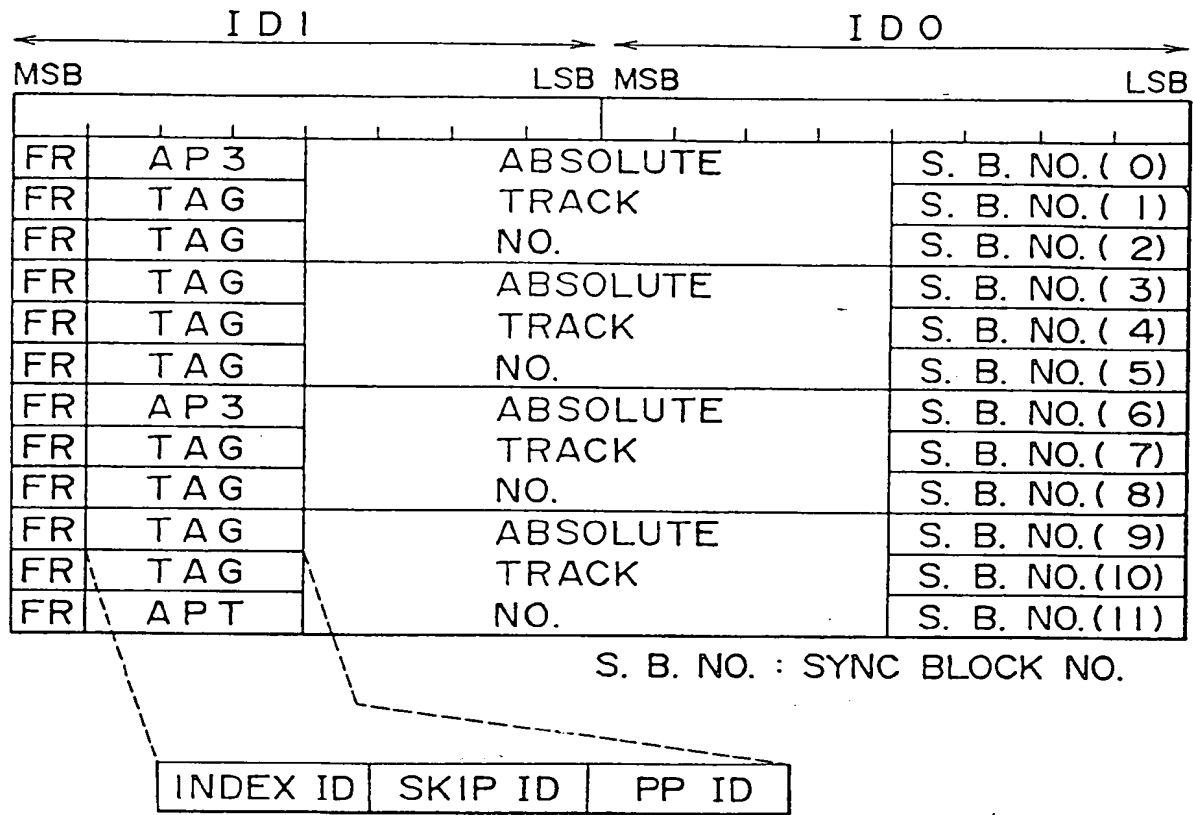


FIG. 16

WORD NAME		MSB	LSB
PC0	(ITEM)		
PC1	(DATA)		
PC2			
PC3			
PC4			

FIG. 17

MSB				LSB				
UPPER				LOWER				
0	0	0	0	x	x	x	x	CONTROL
0	0	0	1	x	x	x	x	TITLE
0	0	1	0	x	x	x	x	CHAPTER
0	0	1	1	x	x	x	x	PART
0	1	0	0	x	x	x	x	PROGRAM
0	1	0	1	x	x	x	x	AAUX
0	1	1	0	x	x	x	x	VAUX
0	1	1	1	x	x	x	x	CAMERA
1	0	0	0	x	x	x	x	LINE
1	0	0	1	x	x	x	x	RESERVED
1	1	1	0	x	x	x	x	
1	1	1	1	a	a	a	a	
1	1	1	1	1	1	1	1	NO INFORMATION

a a a a : 0 0 0 0 ~ 1 1 1 0
 x x x x : 0 0 0 0 ~ 1 1 1 1

FIG. 18 A AAUX SOURCE

	MSB								LSB							
PC0	0		1		0		1		0		0		0		0	
PC1	LF			1	AF SIZE											
PC2	CH				PA				AUDIO MODE							
PC3		1		1	50/60				STYPE							
PC4	EF		TC		SMP				QU							

FIG. 18 B AAUX SOURCE CONTROL

MSB												LSB			
PC 0	0	1	0	1	0	0	0	0	1						
PC 1	SCMS			COPY SOUR.			COPY GENE.			CP	CI				
PC 2	REC ST	REC E	REC MODE			1	1	1	1						
PC 3	DRF	SPEED													
PC 4	1	GENRE CATEGORY													

REC ST. : RECORDING START FRAME

REC E. : RECORDING END FRAME

FIG. 18 C AAUX REC DATE

	MSB										LSB									
PC0	0		1		0		1		0		0		1		0					
PC1	DS		TM		TIME ZONE															
PC2	1		1		DAY															
PC3	WEEK						MONTH													
PC4	YEAR																			

FIG. 18 D AAUX REC TIME

MSB										LSB									
PC 0	0	1	0	1	0	0	1	1											
PC 1	S 2	S 1	TENS OF FR.				UNITS OF FRAMES												
PC 2	S 3	TENS OF SECONDS				UNITS OF SECONDS													
PC 3	S 4	TENS OF MINUTES				UNITS OF MINUTES													
PC 4	S 6	S 5	TENS OF H.				UNITS OF HOURS												

FIG. 18 E AAUX REC TIME BINARY GROUP

	MSB								LSB							
PC0	0		1		0		1		0		1		0		0	
PC1	2nd BINARY								1st BINARY							
PC2	4th BINARY								3rd BINARY							
PC3	6th BINARY								5th BINARY							
PC4	8th BINARY								7th BINARY							

FIG. 19A AAUX CLOSED CAPTION

	MSB								LSB
PC 0	0			0			0		
PC 1				MAIN AUDIO LANG.				MAIN AUDIO TYPE	
PC 2				2ND AUDIO LANG.				2ND AUDIO TYPE	
PC 3									
PC 4									

FIG. 19B VAUX SOURCE

	MSB										LSB									
PC 0	0 0 1 1 0 0 0 0 0 0																			
PC 1	TENS OF TV CHANNEL										UNITS OF TV CHANNEL									
PC 2	B/W			EN			CLF				HUNDREDS OF TV CHANNEL									
PC 3	SOURCE CODE					50/60					STYPE									
PC 4	TUNER CATEGORY																			

FIG. 19C VAUX SOURCE CONTROL

MSB										LSB				
PC 0	0		1		0		0		0		1			
PC 1	SCMS				COPY SOUR.			COPY GENE.			CP	CI		
PC 2	REC ST		1		REC MODE			1		DISP				
PC 3	FF		FS		FC		IL		ST		SC		BCSYS	
PC 4	1		GENRE CATEGORY											

FIG. 19D VAUX REC DATE

	MSB										LSB									
PC 0	0										1 0 0 0 1 0									
PC 1	DS		TM		TIME ZONE															
PC 2	1		1		DAY															
PC 3	WEEK										MONTH									
PC 4											YEAR									

FIG. 19E VAUX REC TIME

	MSB								LSB								
PC 0	0																
PC 1	S 2	S 1	TENS OF FR.				UNITS OF FRAMES										
PC 2	S 3	TENS OF SECONDS				UNITS OF SECONDS											
PC 3	S 4	TENS OF MINUTES				UNITS OF MINUTES											
PC 4	S 6	S 5	TENS OF H.				UNITS OF HOURS										

FIG. 20 A VAUX REC TIME BINARY GROUP

	MSB	LSB
PC 0	0 1 1 0 0 1 0 0	
PC 1	2nd BINARY	1st BINARY
PC 2	4th BINARY	3rd BINARY
PC 3	6th BINARY	5th BINARY
PC 4	8th BINARY	7th BINARY

FIG. 20 B VAUX CLOSED CAPTION

	MSB	LSB
PC 0	0 1 1 0 0 1 0 1	
PC 1	1ST FIELD LINE 21 UPPER BYTE	
PC 2	1ST FIELD LINE 21 LOWER BYTE	
PC 3	2ND FIELD LINE 21 UPPER BYTE	
PC 4	2ND FIELD LINE 21 LOWER BYTE	

FIG. 21

[AAUX PACK CONFIGURATION]

TRACK NO. →	1	2	3	4	5	6	7	8	9	10
8	55		55		55		55		55	
7	54		54		54		54		54	
6	53		53		53		53		53	
5	52	55	52	55	52	55	52	55	52	55
4	51	54	51	54	51	54	51	54	51	54
3	50	53	50	53	50	53	50	53	50	53
2		52		52		52		52		52
1		51		51		51		51		51
0		50		50		50		50		50

↑
PACK NO.

50 ~ 55 : AAUX MAIN AREA

ACTUAL DATA NUMBER IN OPTION AREA : 120 BYTES

Figure 1 illustrates three memory layouts, labeled (α), (β), and (γ), showing the arrangement of data and control fields. The total width of each layout is 77 units.

Layout (α) shows a sequence of 32 cells. The first 5 cells (0-4) are labeled 'SYN C', the next 5 cells (5-9) are labeled 'DDNOIP', and the last 5 cells (30-34) are labeled 'I I I I'. The remaining cells (10-29) are labeled 'RSV'.

Layout (β) shows a similar sequence of 32 cells, with the first 5 cells (0-4) labeled 'SYN C', the next 5 cells (5-9) labeled 'DDNOIP', and the last 5 cells (30-34) labeled 'I I I I'. The remaining cells (10-29) are labeled 'RSV'.

Layout (γ) shows a similar sequence of 32 cells, with the first 5 cells (0-4) labeled 'SYN C', the next 5 cells (5-9) labeled 'DDNOIP', and the last 5 cells (30-34) labeled 'I I I I'. The remaining cells (10-29) are labeled 'RSV'.

F I G. 23

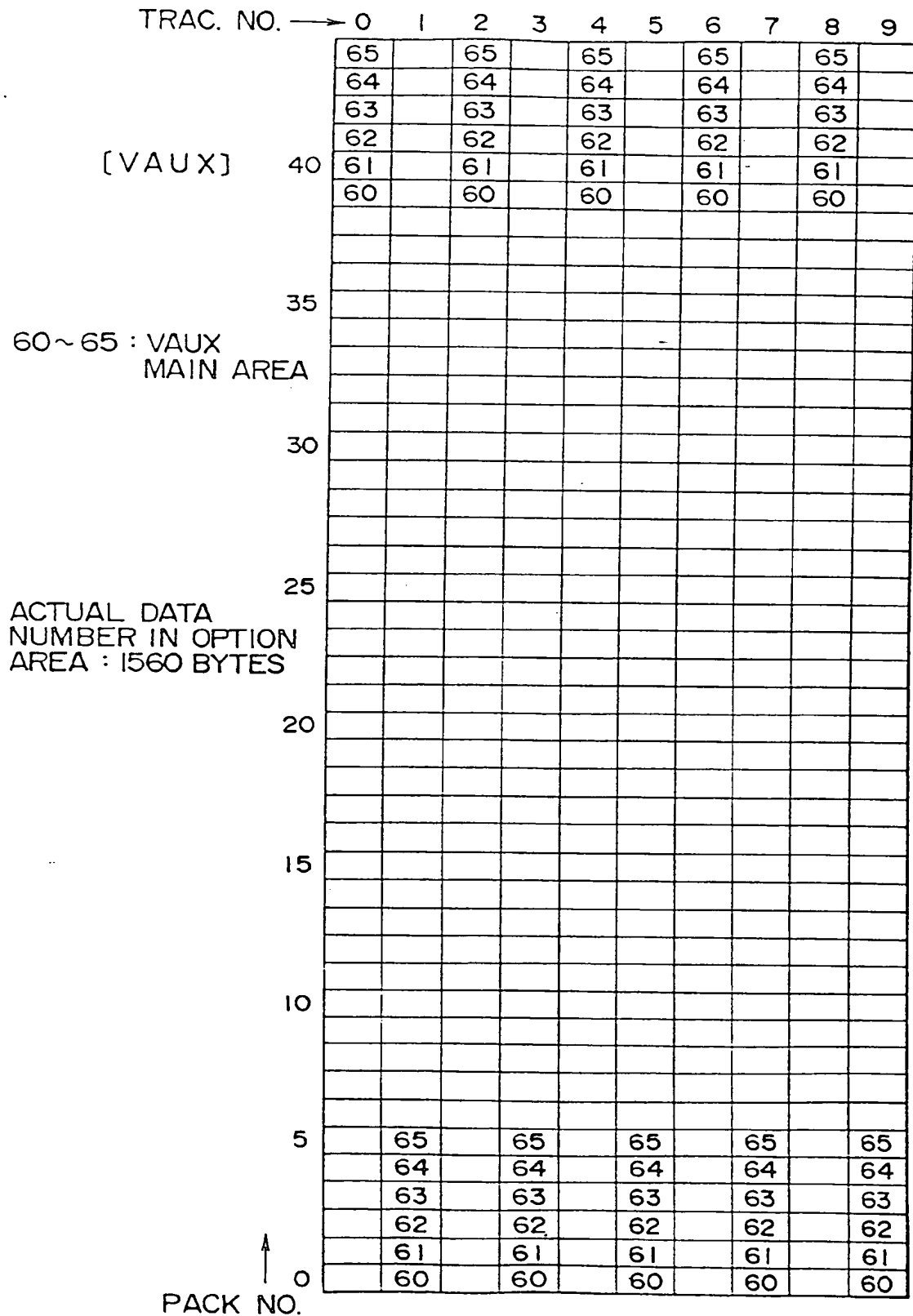


FIG. 24

TRACK NO. →	0	1	2	3	4	5	6	7	8	9
11	C	C	C	C	C	E	E	E	E	E
10	B	B	B	B	B	D	D	D	D	D
9	A	A	A	A	A	A	A	A	A	A
8	f	c	f	c	f	m	i	m	i	m
7	e	b	e	b	e	k	h	k	h	k
6	d	a	d	a	d	j	g	j	g	j
5	C	C	C	C	C	E	E	E	E	E
4	B	B	B	B	B	D	D	D	D	D
3	A	A	A	A	A	A	A	A	A	A
2	c	f	c	f	c	i	m	i	m	i
1	b	e	b	e	b	h	k	h	k	h
0	a	d	a	d	a	g	j	g	j	g

↑ SYNC BLOCK NO.

FIG. 25

TRACK NO. →	0	1	2	3	4	5	6	7	8	9	10	11
11	C	C	C	C	C	C	E	E	E	E	E	E
10	B	B	B	B	B	B	D	D	D	D	D	D
9	A	A	A	A	A	A	A	A	A	A	A	A
8	f	c	f	c	f	c	m	i	m	i	m	i
7	e	b	e	b	e	b	k	h	k	h	k	h
6	d	a	d	a	d	a	j	g	j	g	j	g
5	C	C	C	C	C	C	E	E	E	E	E	E
4	B	B	B	B	B	B	D	D	D	D	D	D
3	A	A	A	A	A	A	A	A	A	A	A	A
2	c	f	c	f	c	f	i	m	i	m	i	m
1	b	e	b	e	b	e	h	k	h	k	h	k
0	a	d	a	d	a	d	g	j	g	j	g	j

↑ SYNC BLOCK NO.

FIG. 26

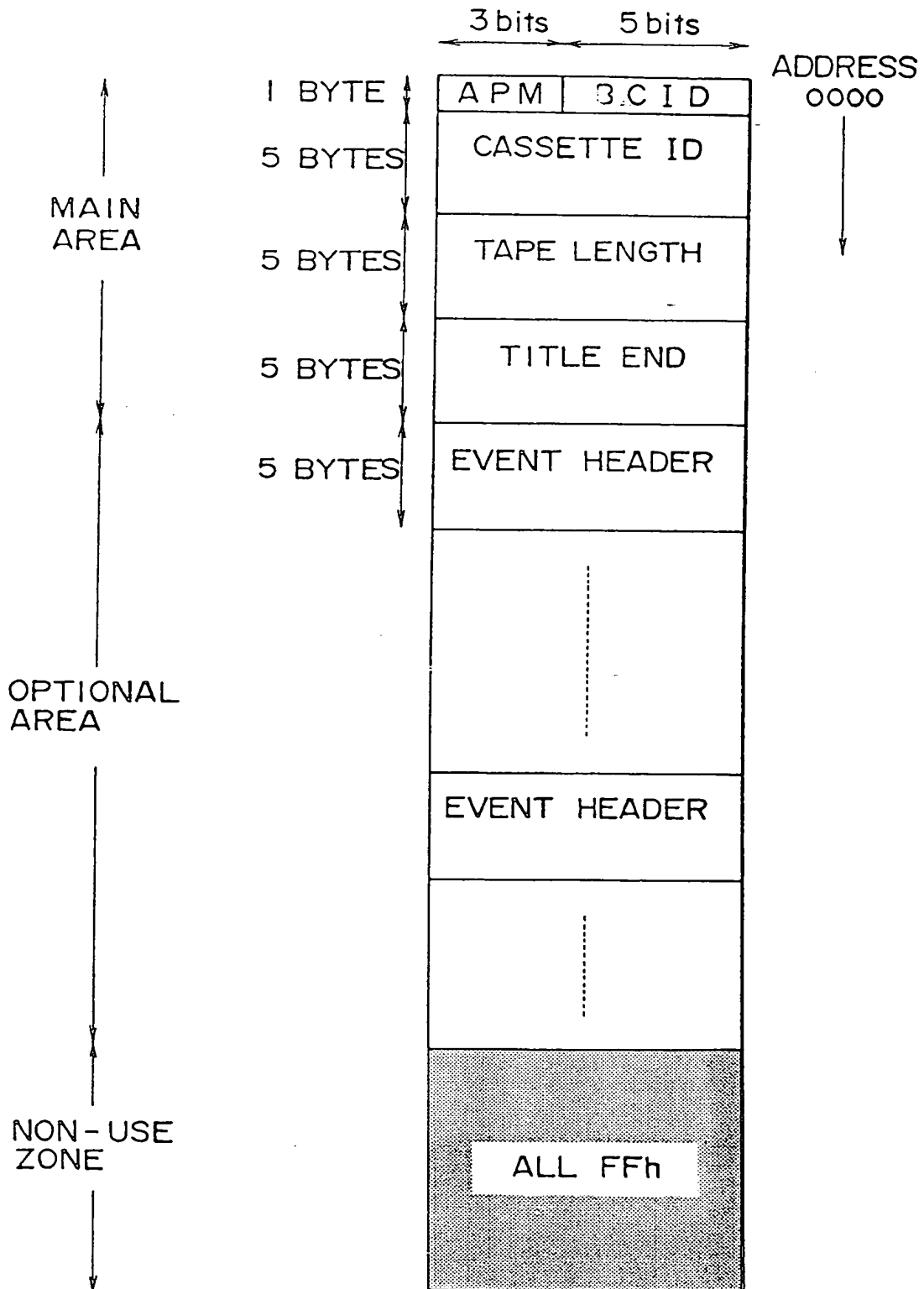


FIG. 27

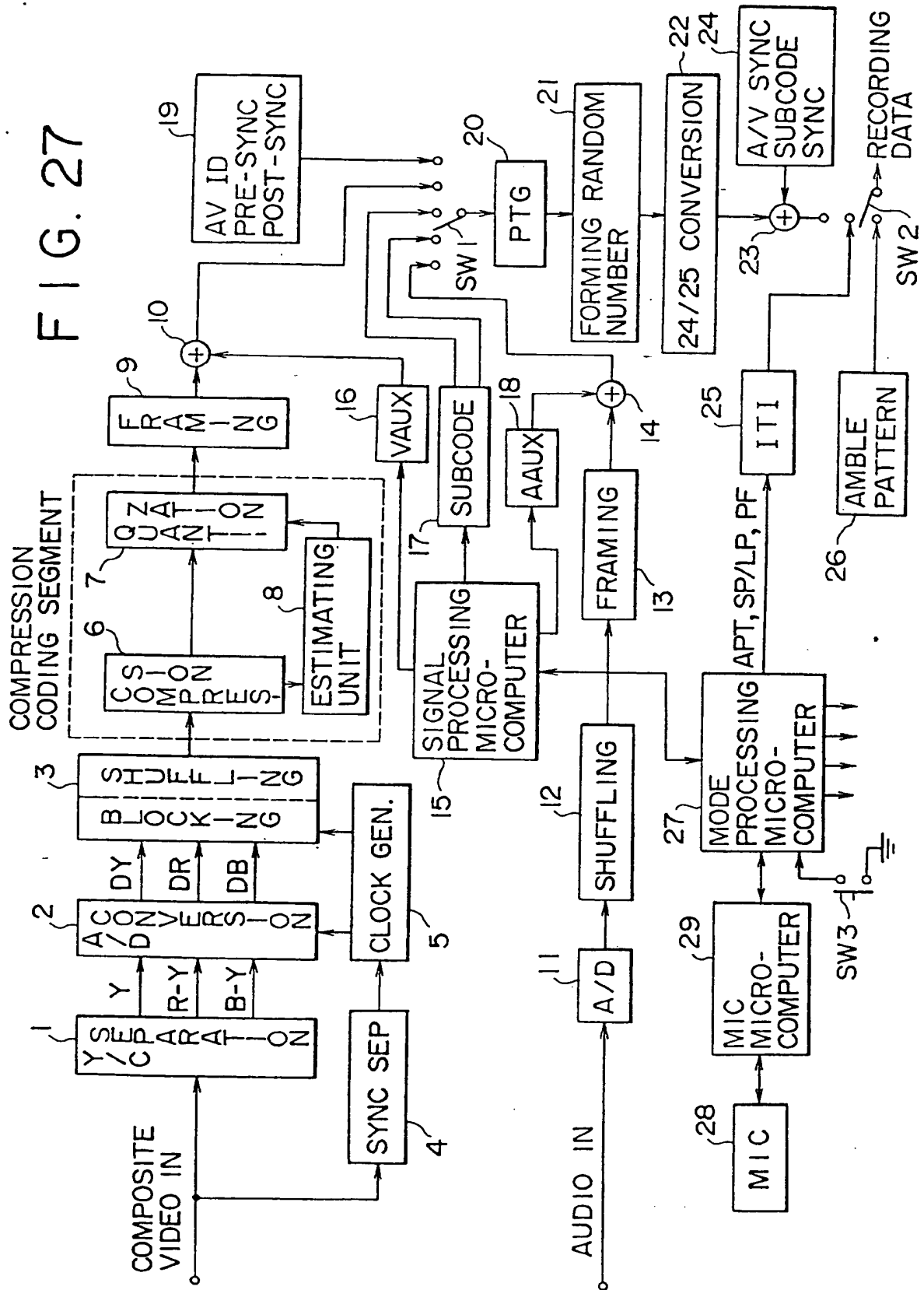


FIG. 28

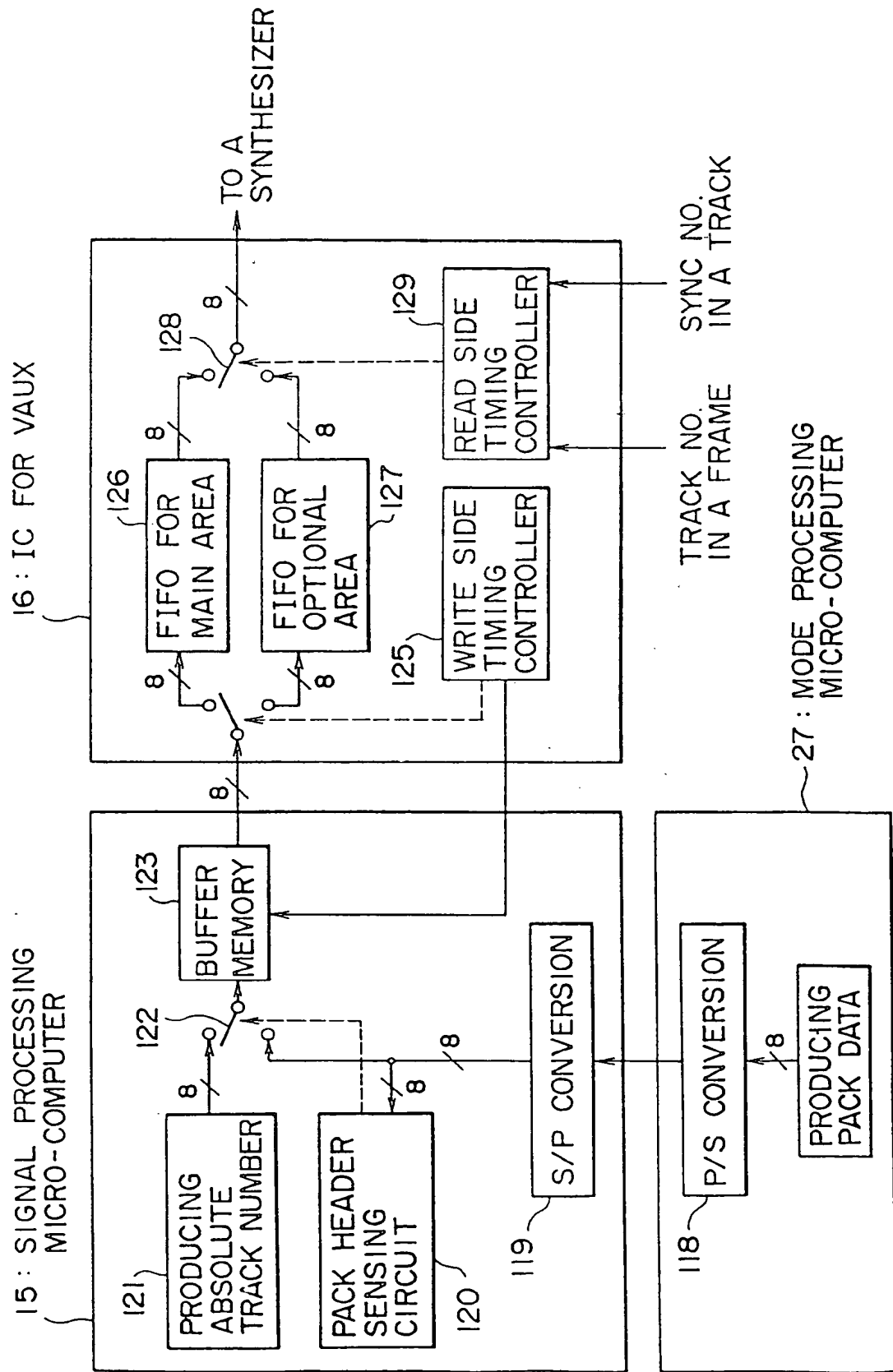


FIG. 29A

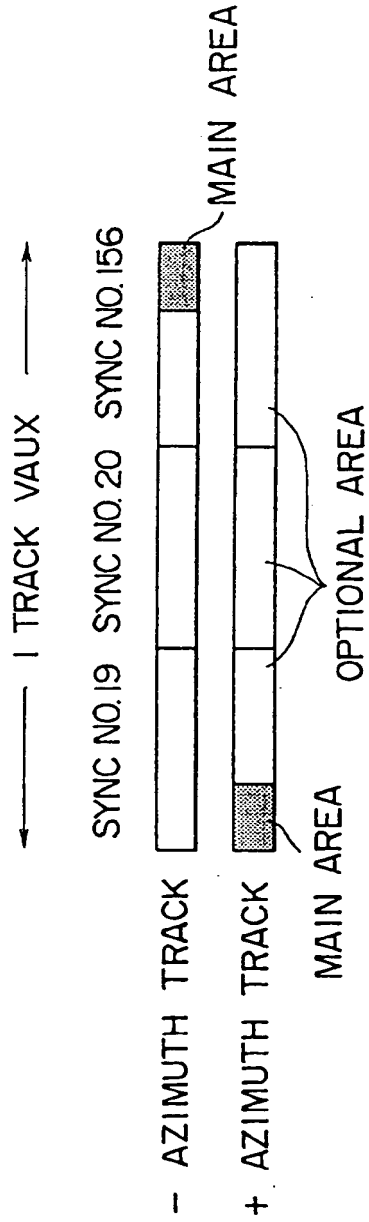


FIG. 29B

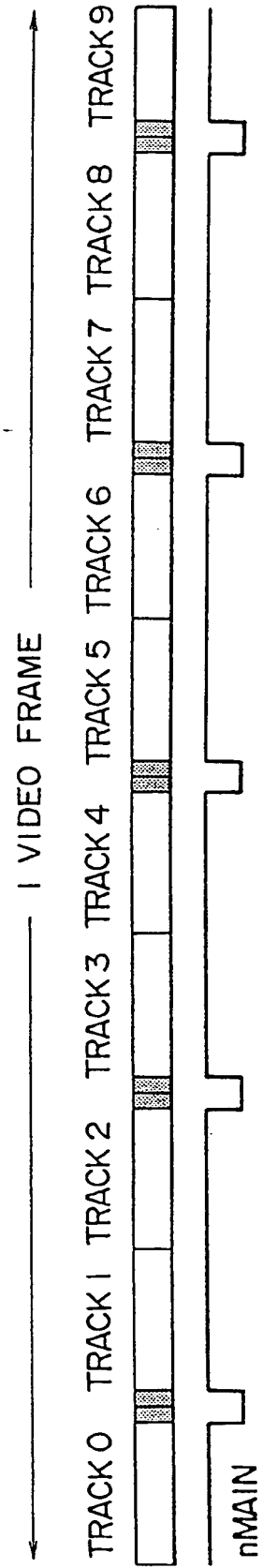


FIG. 30

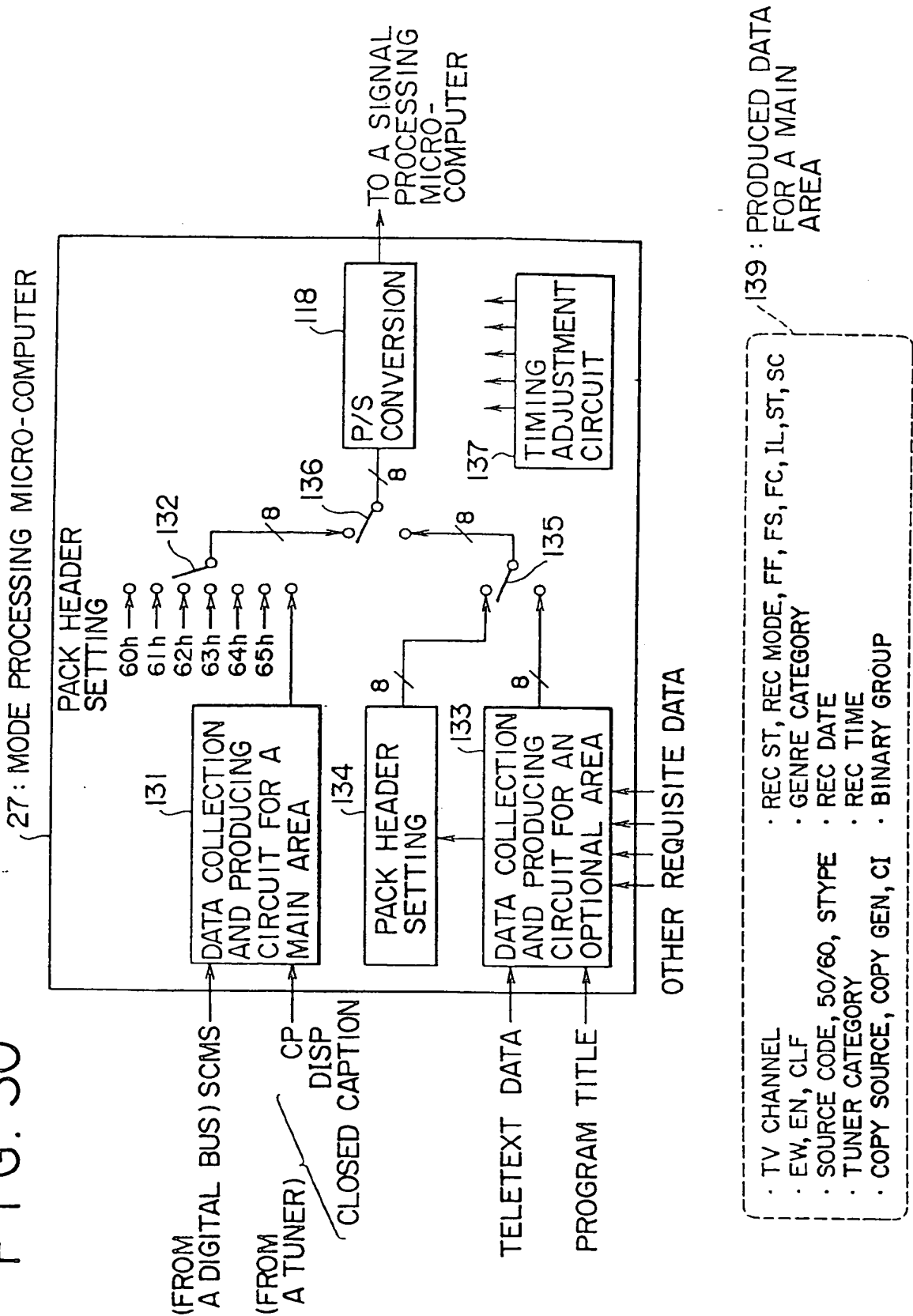


FIG. 31

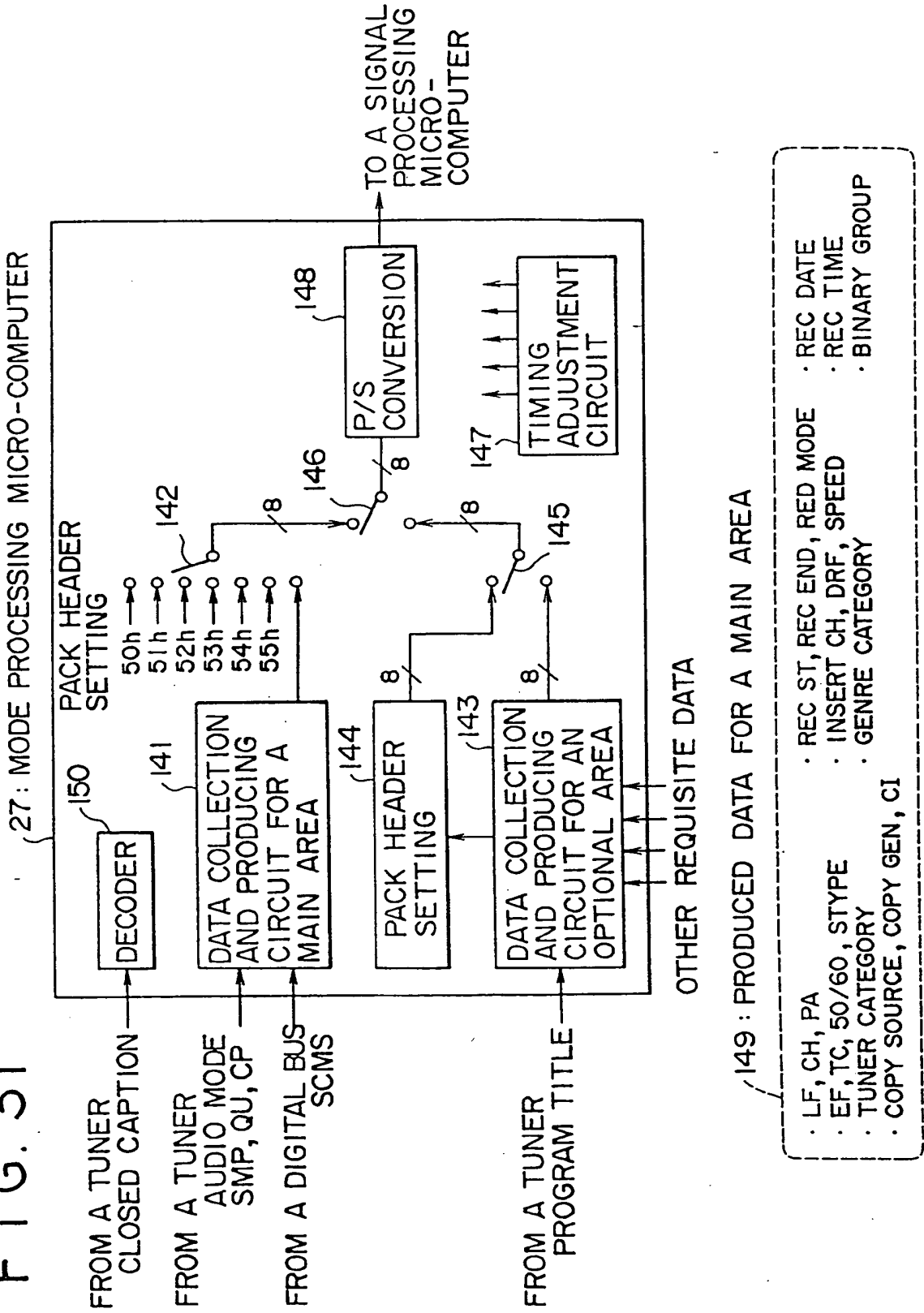
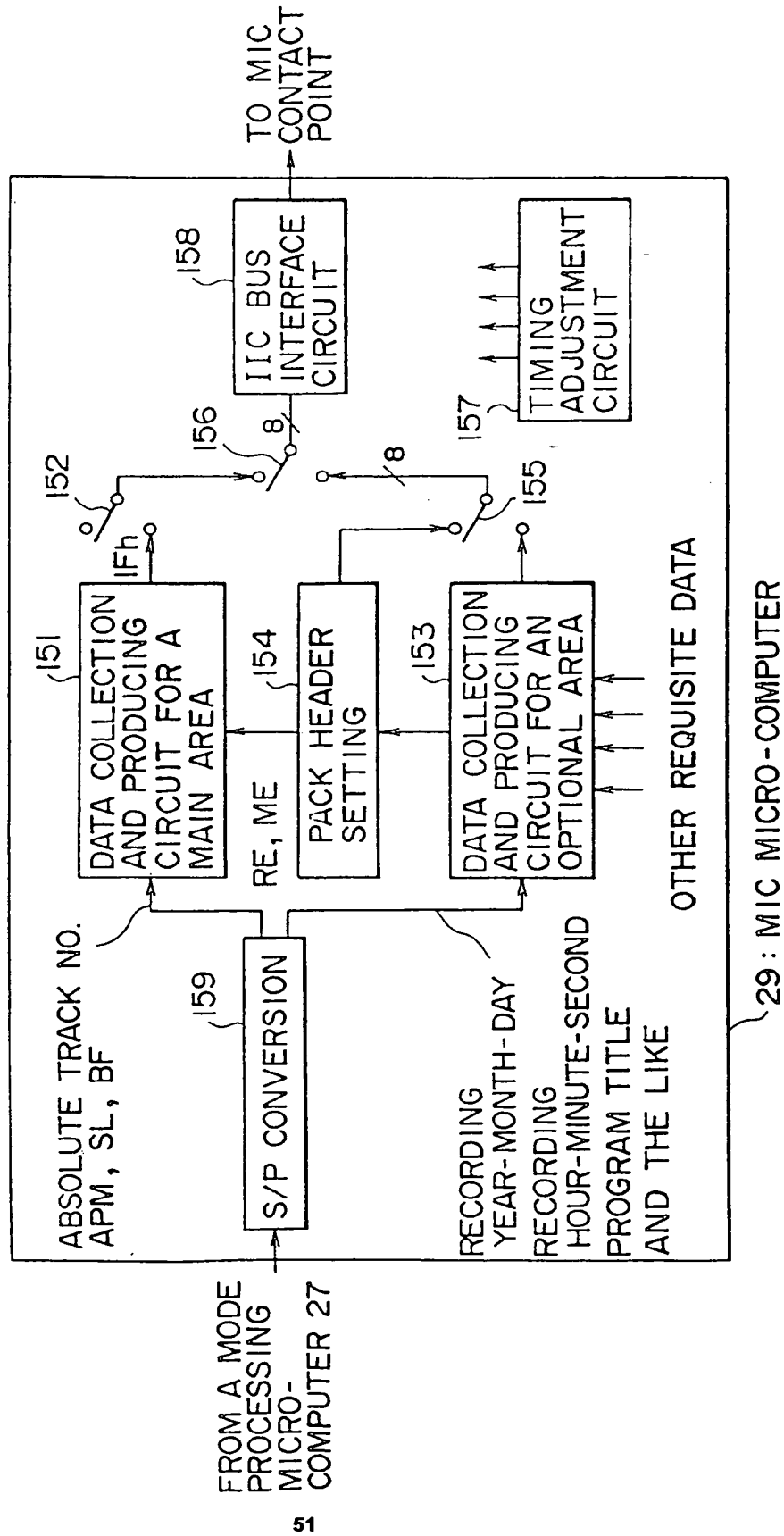


FIG. 32



F. I. G. 33

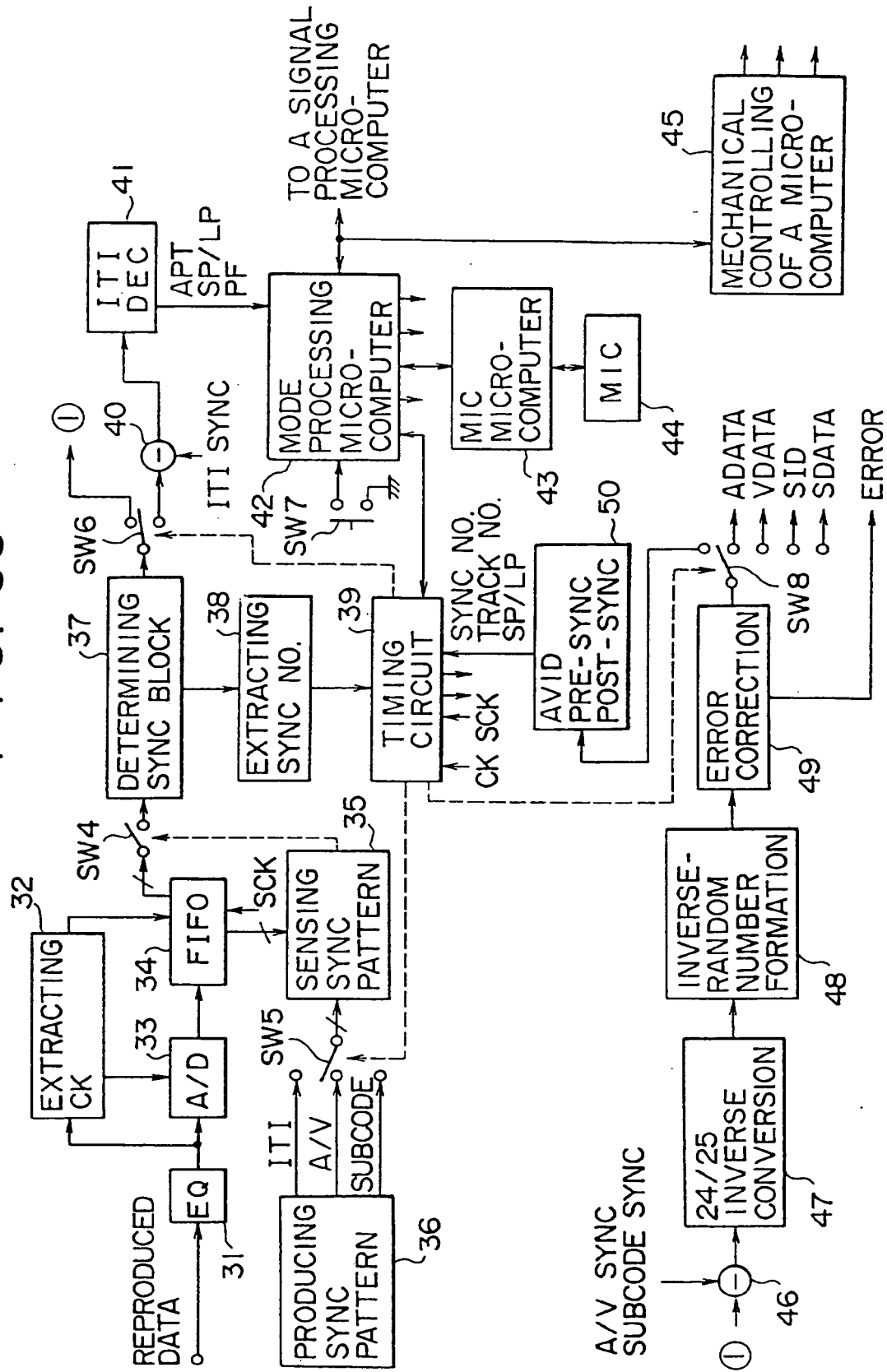


FIG. 34

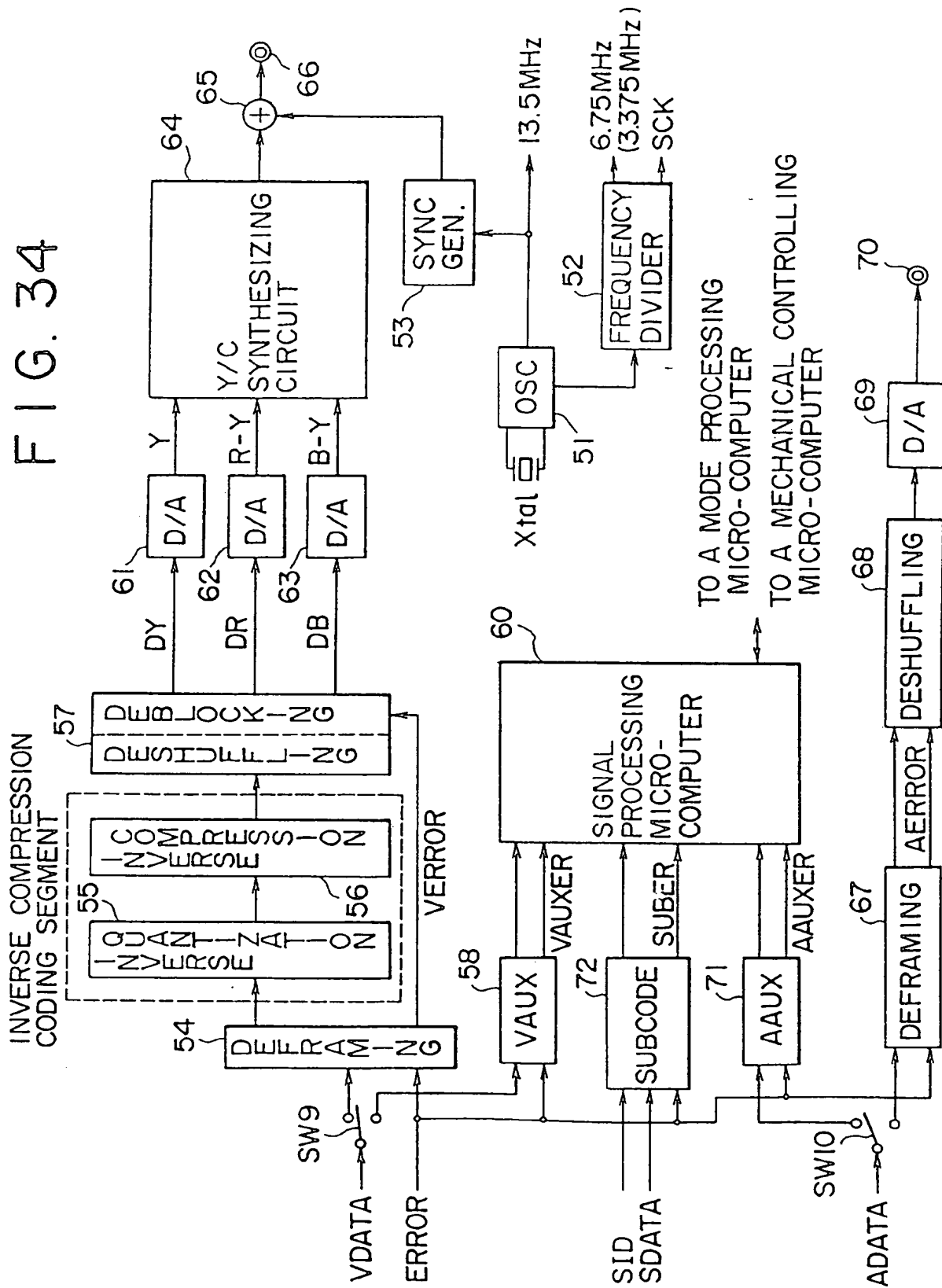


FIG. 35

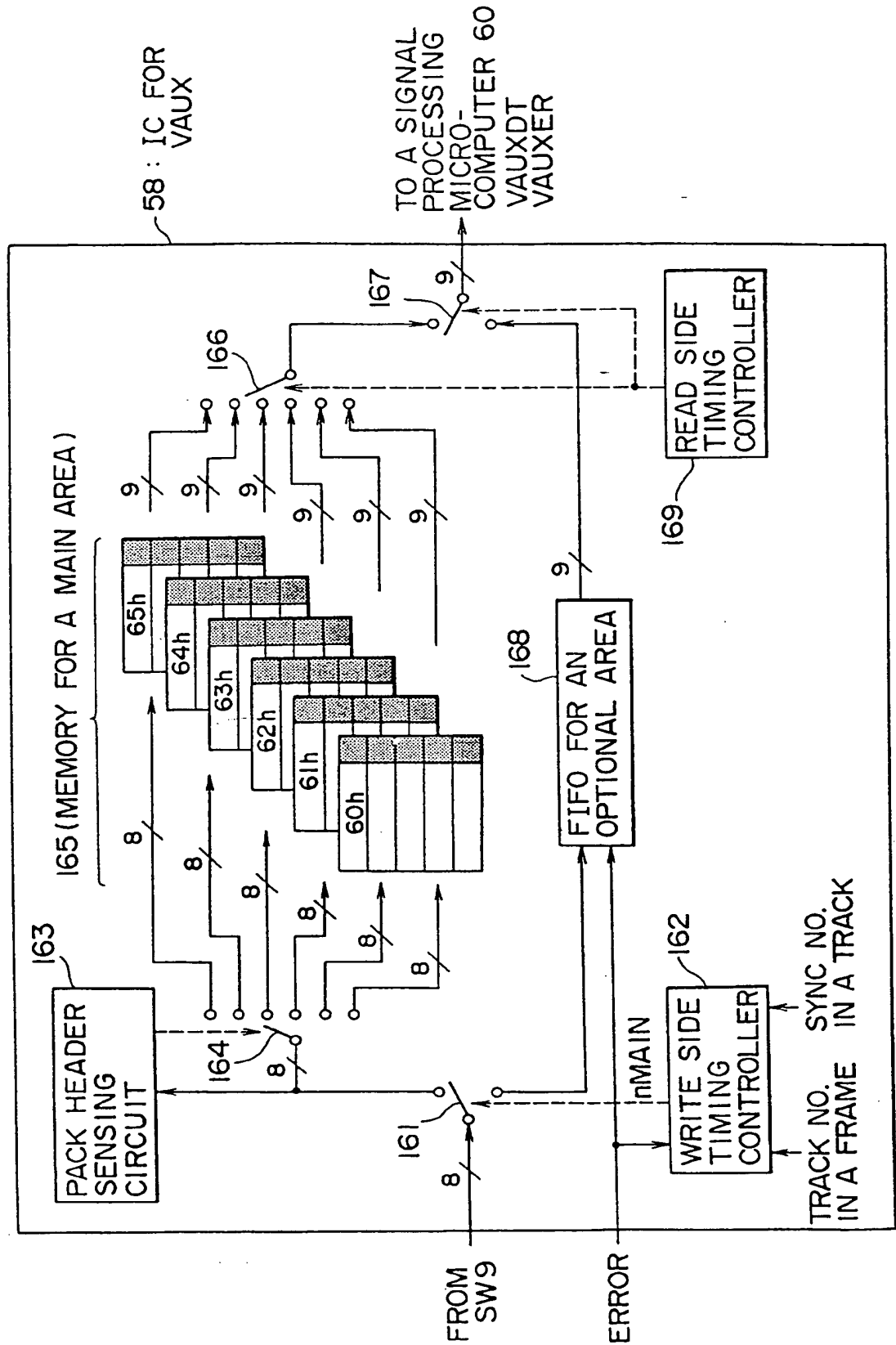


FIG. 36

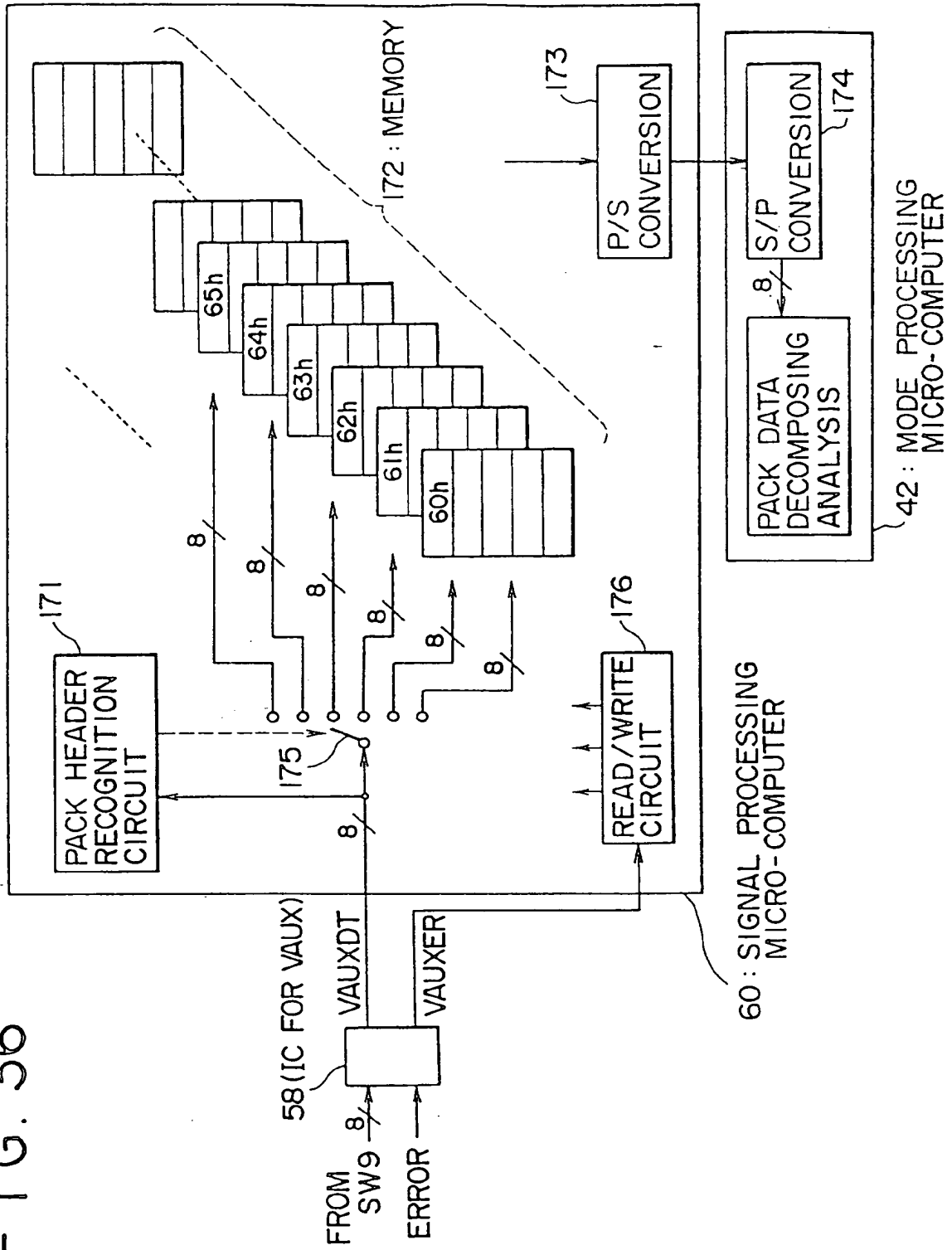


FIG. 37



FIG. 38

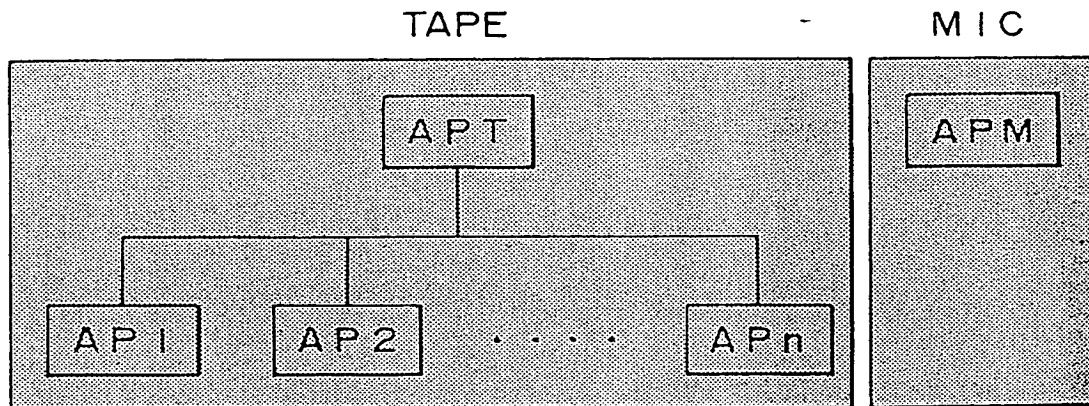
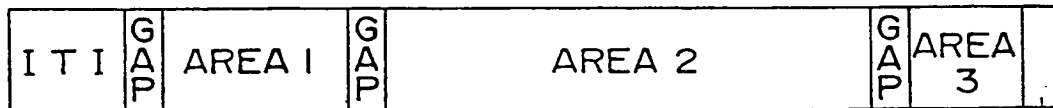
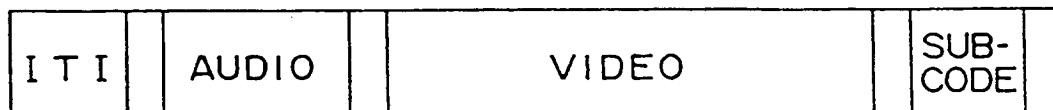


FIG. 39A IN THE CASE OF APT = 000



OVER-RIGHT
MARGIN

FIG. 39B FURTHER IN THE CASE OF
API = AP2 = AP3 = 000



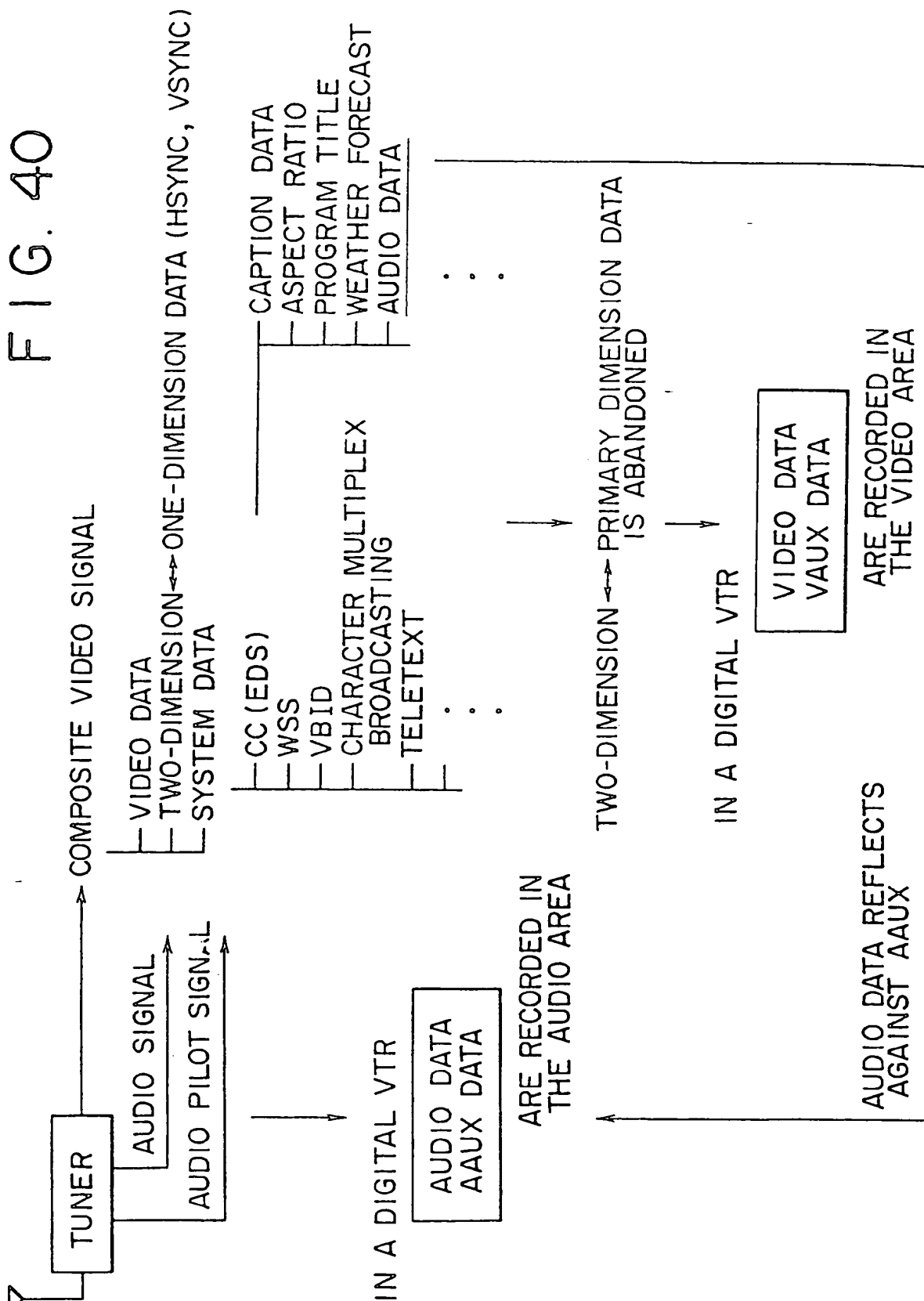
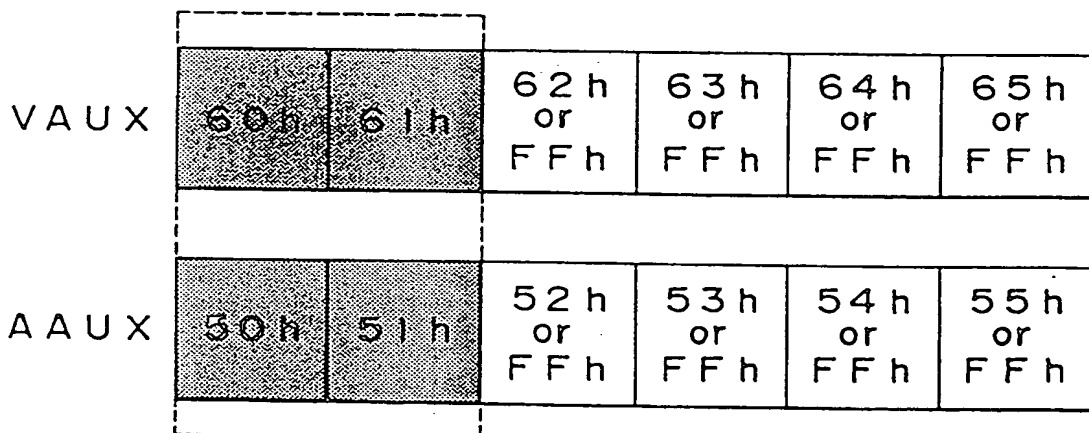
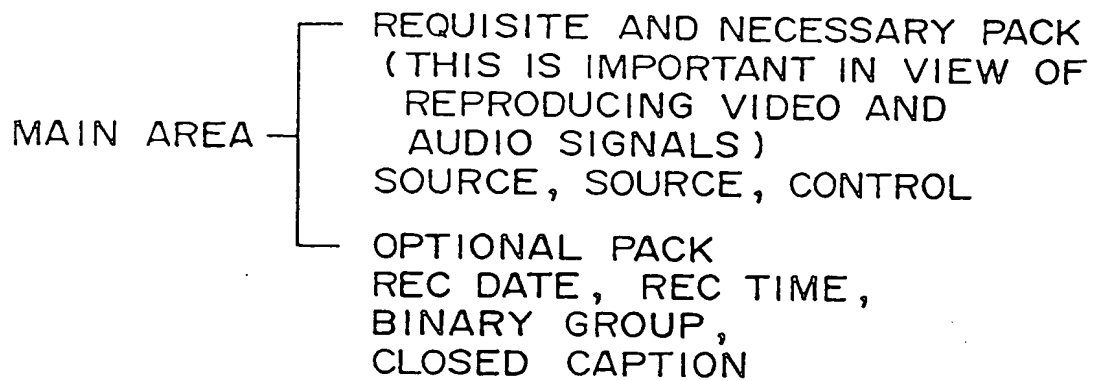


FIG. 41

	ASPECT RATIO	COPY GUARD	CAPTION	OTHER PROGRAMS	OTHERS	CLOCK	NUMBER OF BITS IN ONE FRAME
CC	○		○	○		503 kHz	32 bits
EDS	○			○	○	503 kHz	
VBID	○	○			○	Fsc/4	20 bits
WSS	○				○	833 kHz	14 bits
CHARACTER MULTIPLEX SIGNAL			○	○		5.7272 MHz	4480 bits
TELETEXT			○	○		6.9375 MHz	11008 bits
MACRO - VISION SIGNAL		○				VARIOUS VALUES	ANALOG
INTER-STATION CONTROL SIGNAL					○	VARIOUS VALUES	ANALOG
WORK SIGNAL					○	UNKNOWN	UNKNOWN

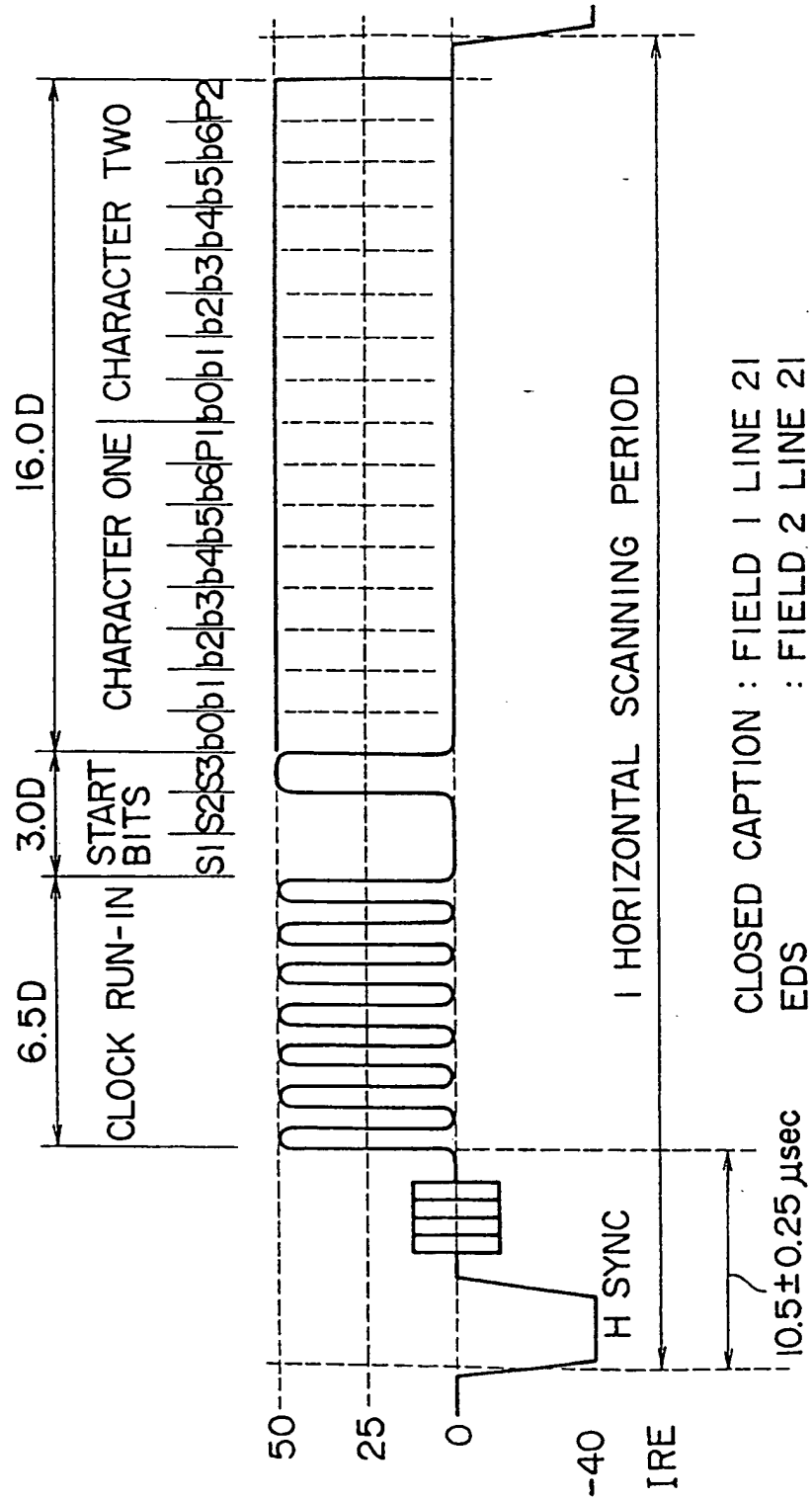
FIG. 42



REQUISITE AND NECESSARY
DATA IS STORED

FIG. 43

$$D = 1 / (32 \times f_H)$$



CLOSED CAPTION : FIELD 1 LINE 21
EDS : FIELD 2 LINE 21

FIG. 44

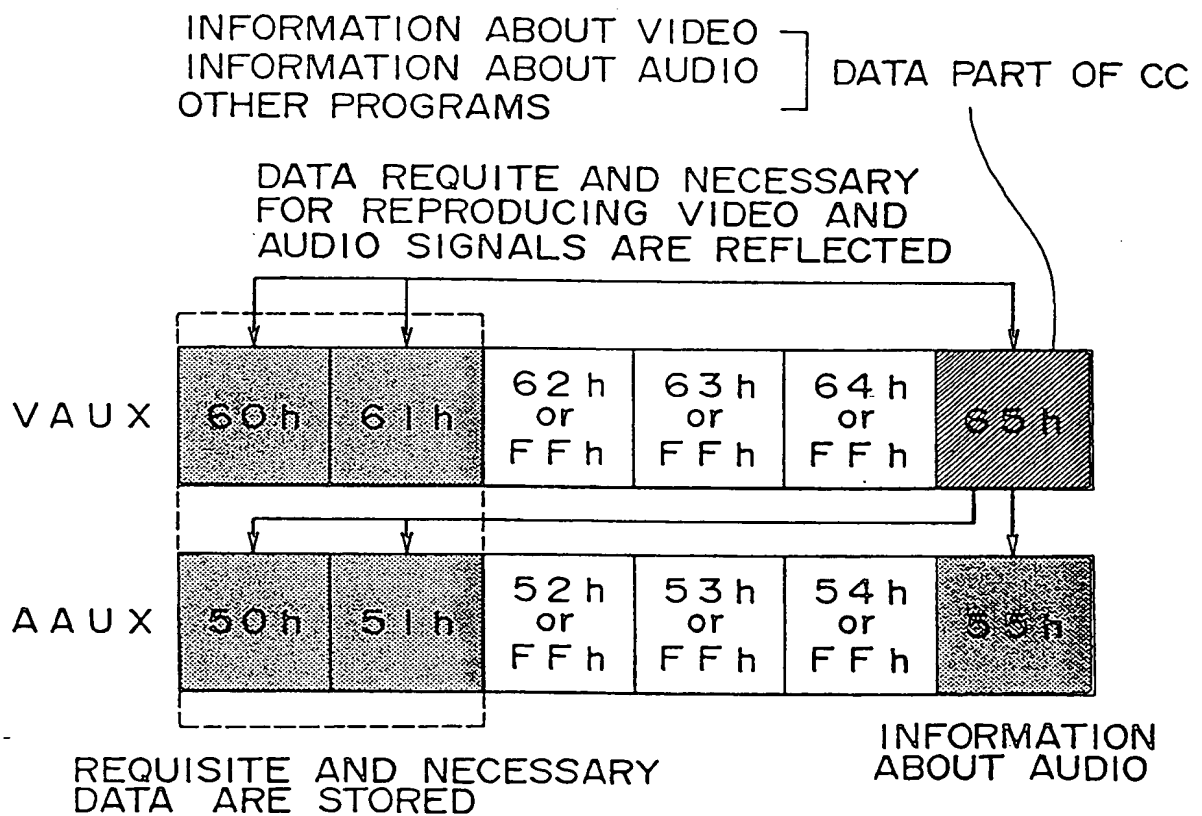


FIG. 45

[WHEN RECORDED]

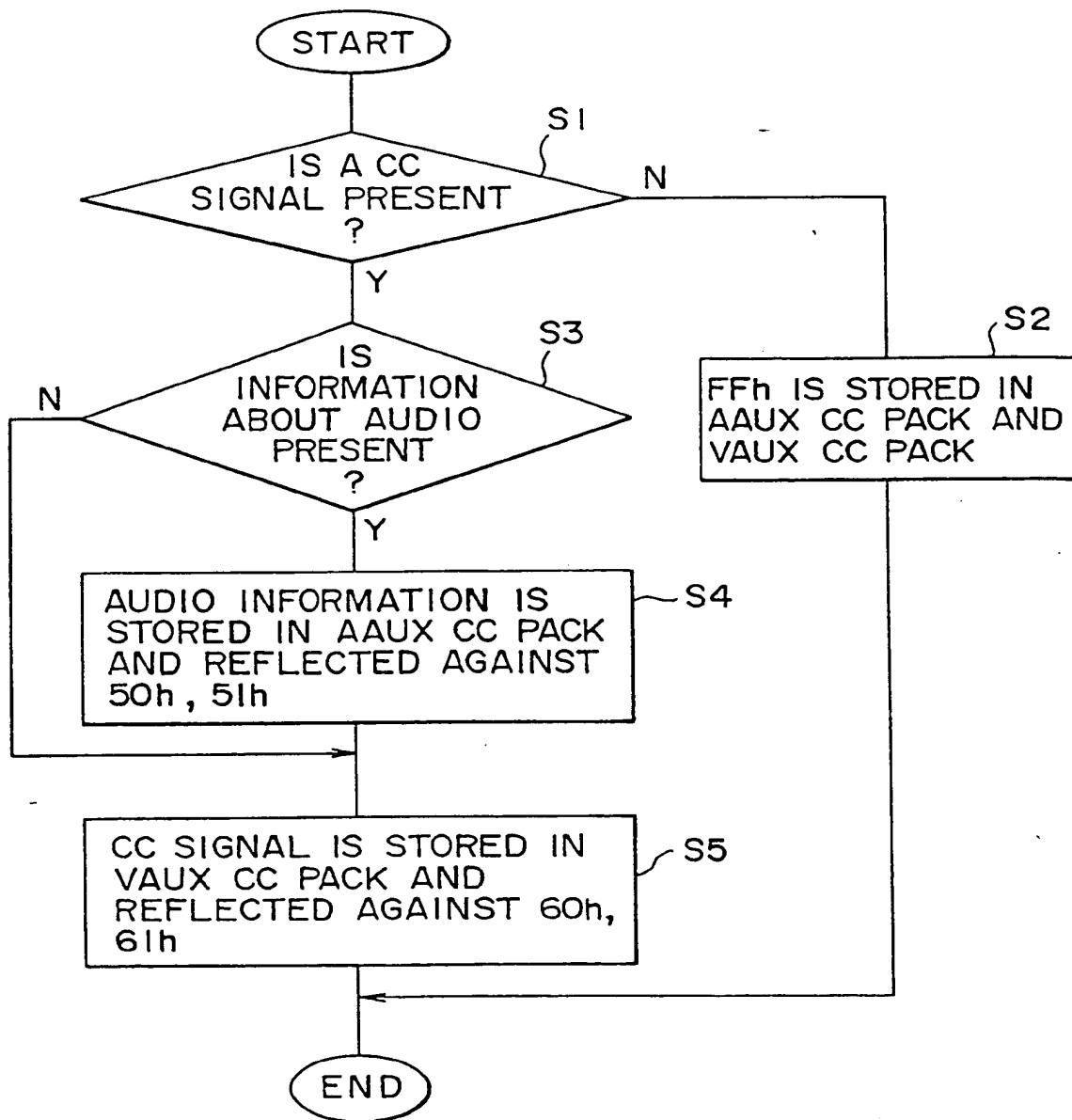


FIG. 46

[WHEN REPRODUCED]

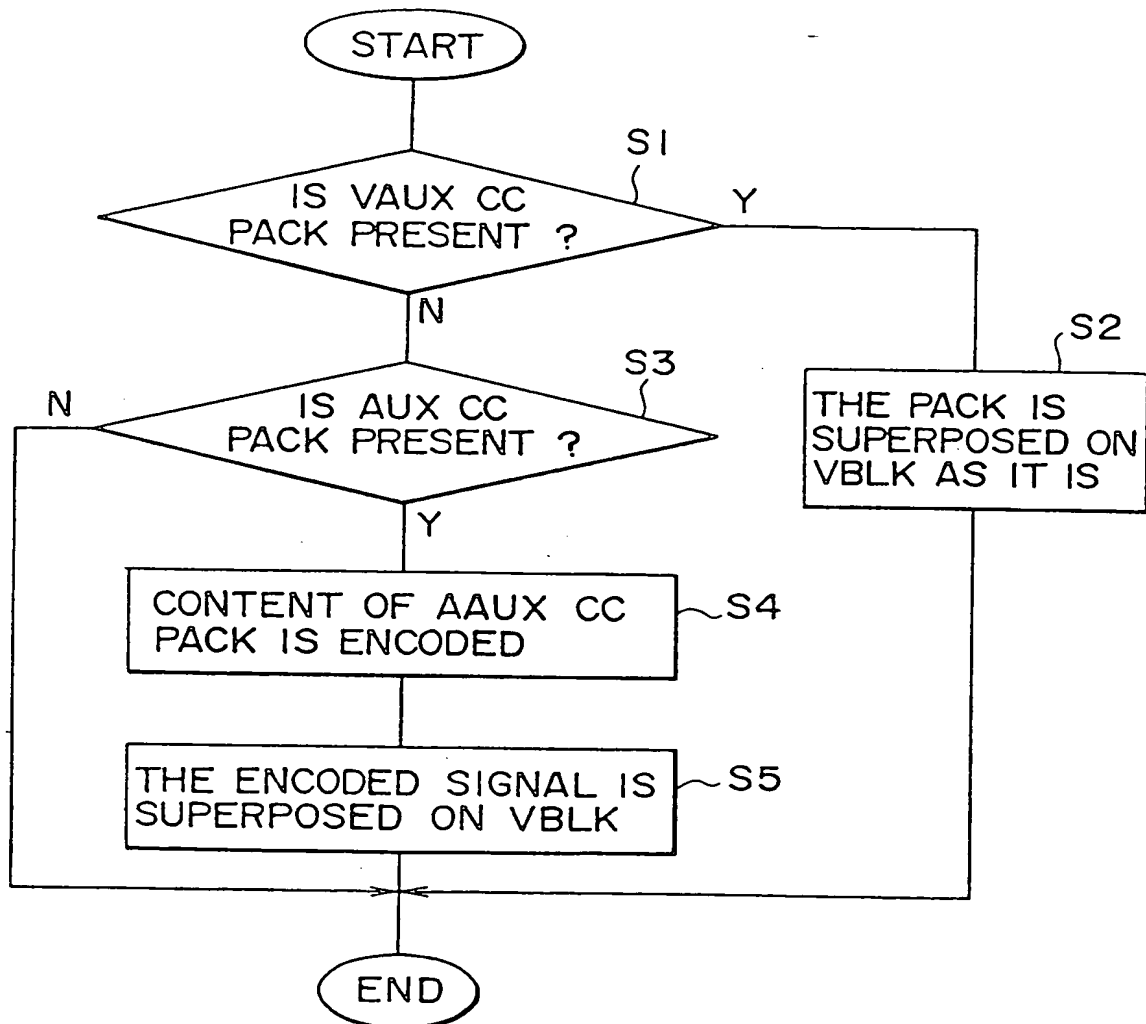


FIG. 47

AUDIO TYPE OF CC PACK		AUDIO MODE OF A SOURCE PACK	
MAIN	2ND	CH1	CH2
0 0 1	0 0 0	0 0 1 0	1 1 1 0
	0 0 1	0 0 1 0	0 0 1 0
	0 1 0	0 0 1 0	1 1 1 0
	0 1 1	0 0 1 0	1 1 1 0
	1 0 0	0 0 1 0	1 1 1 0
	1 0 1	0 0 1 0	1 1 1 0
	1 1 0	0 0 1 0	1 1 1 0
	1 1 1	0 0 1 0	1 1 1 1

0 0 1 0 : MONO
 1 1 1 0 : BEYOND DISCRIMINATION
 1 1 1 1 : NO INFORMATION
 CH1 : FIRST HALF 5 TRACKS
 CH2 : SECOND HALF 5 TRACKS

FIG. 1

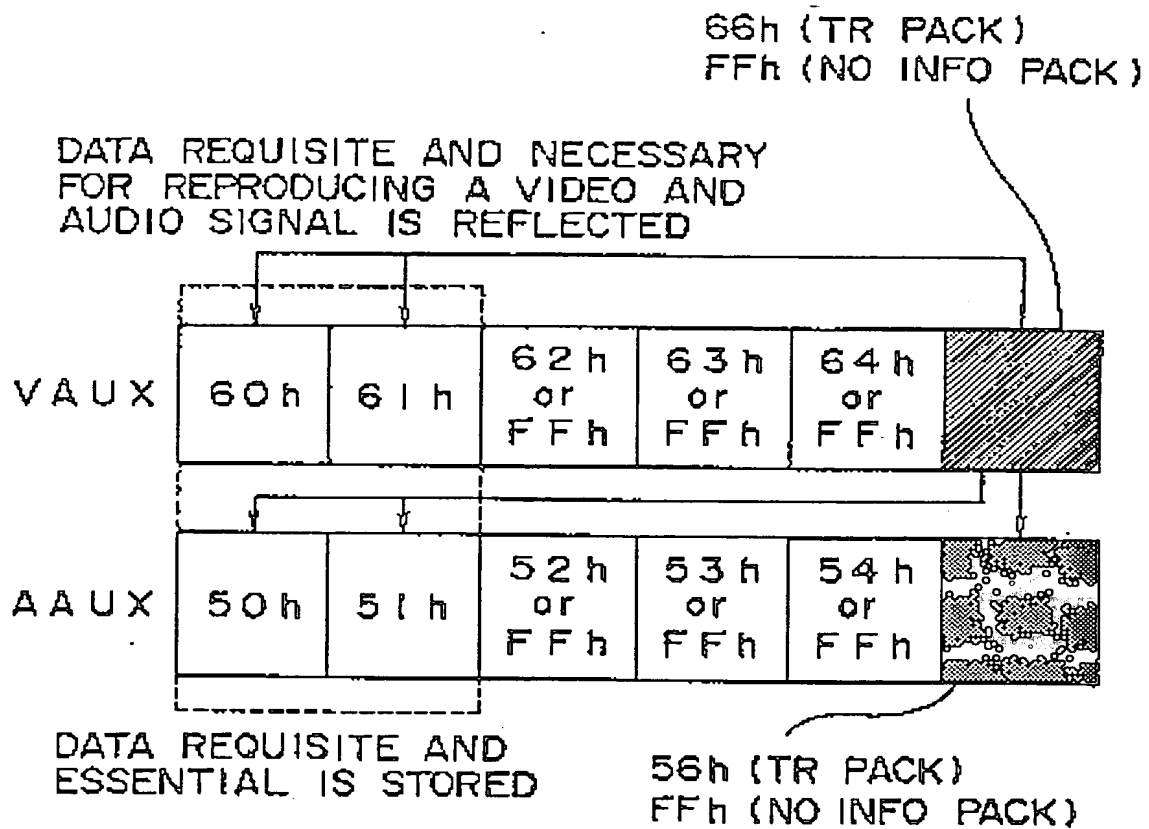


FIG. 2A

WHEN RECORDED

TR PACK NON-CORRESPONDING VTR	IF THERE IS A CC PACK, IT IS WRITTEN
TR PACK CORRESPONDING VTR	CC PACK AND TR-PACK ARE WRITTEN (CC PACK IS WRITTEN WITHOUT FAIL AT THE FINAL TWO TRACKS OF 1 VIDEO FRAME)

FIG. 2B

WHEN REPRODUCED

TR PACK NON-CORRESPONDING VTR	IF THERE IS A CC PACK, IT IS SUPERPOSED ON A PREDETERMINED LINE AND SENT OUT
TR PACK CORRESPONDING VTR	IF THERE ARE CC PACK AND TR PACK, THEY ARE SUPERPOSED ON PREDETERMINED LINES AND SENT OUT
IN BOTH TR PACK CORRESPONDING VTR AND TR PACK NON-CORRESPONDING VTR, OTHER COMPOSITE VIDEO SIGNAL ASSOCIATED INFORMATION CAN BE RECOVERED FROM 60h, 61h, 50h AND 51h PACKS	

FIG. 3

	MSB									LSB			
PC 0	0					0		0		1			0
PC 1	-----LSB-----						DATA TYPE						
PC 2	-----DATA-----												
PC 3	----- (UP TO MAXIMUM 28bits) -----												
PC 4	MSB												

DATA TYPE :

0 0 0 0 = VBID
 0 0 0 1 = WSS
 0 0 1 0 = EDTV2
 0 0 1 1 = X FIELD 1
 0 1 0 0 = X FIELD 2
 OTHERS = RESERVED

FIG. 5

	MSB												LSB
PC 0	0		1		0		1		0		1		0
PC 1	-----LSB-----							DATA TYPE					
PC 2	-----DATA-----												
PC 3	----- (UP TO MAXIMUM 28 bits) -----												
PC 4	-----MSB-----												

DATA TYPE :

0 0 0 0 = MISSING NUMBER
 0 0 0 1 = MISSING NUMBER
 0 0 1 0 = MISSING NUMBER
 0 0 1 1 = X FIELD 1
 0 1 0 0 = X FIELD 2
 OTHERS = RESERVED

FIG. 4A

PC 0	0	1	1	0	0	1	1	0
PC 1	----- LSB -----				0	0	0	0
PC 2	----- VBID DATA -----							
PC 3	----- MSB -----							
PC 4	1	1	1	1	1	1	1	1

IN THE CASE THAT VBID DATA (20 bits)
IS RECORDED

FIG. 4B

PC 0	0	1	1	0	0	1	1	0
PC 1	----- LSB -----				0	0	0	1
PC 2	----- WSS DATA -----							
PC 3	1	1	1	1	1	1	----- MSB -----	
PC 4	1	1	1	1	1	1	1	1

IN THE CASE THAT WSS DATA (14 bits)
IS RECORDED

FIG. 6

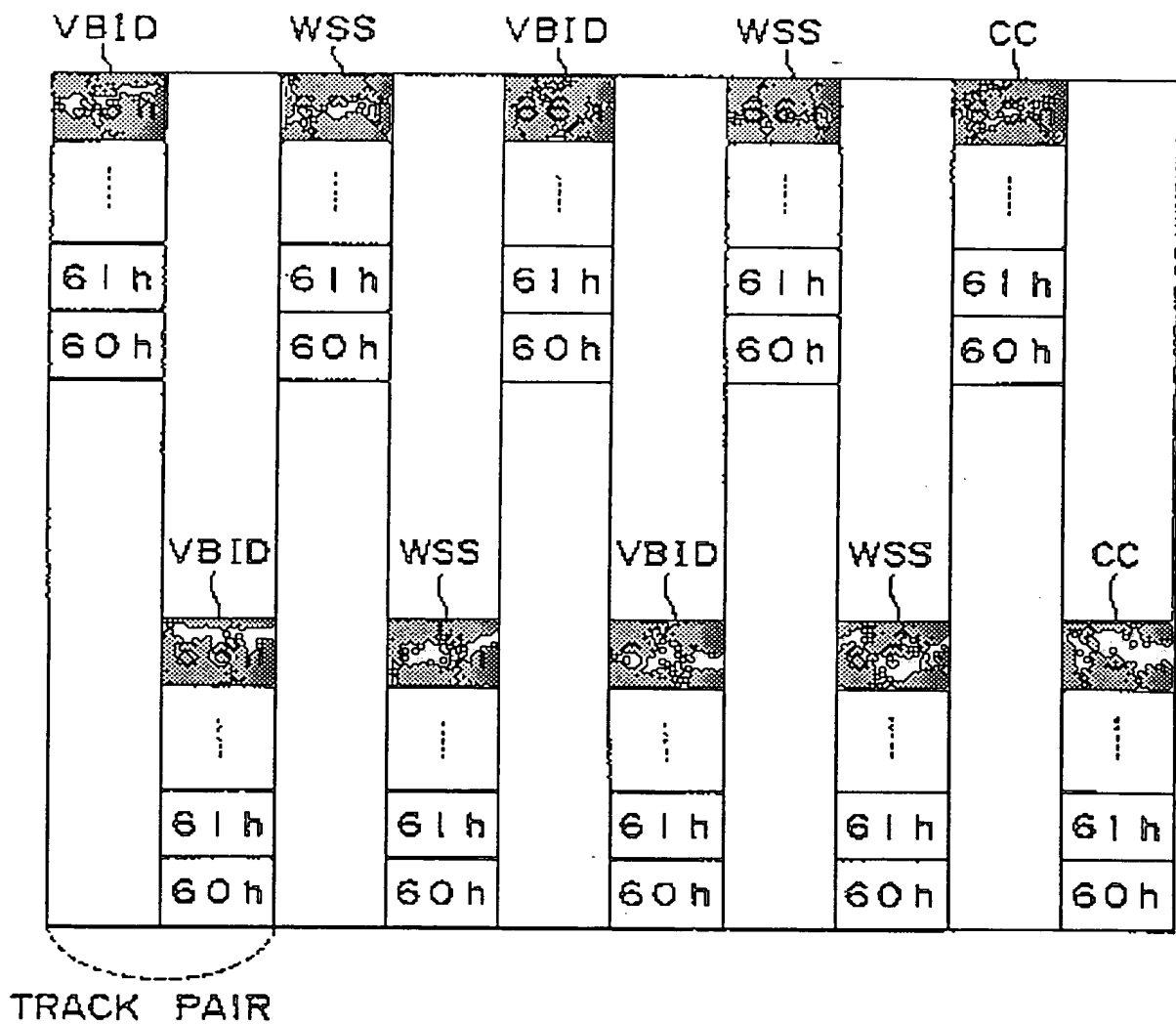


FIG. 7

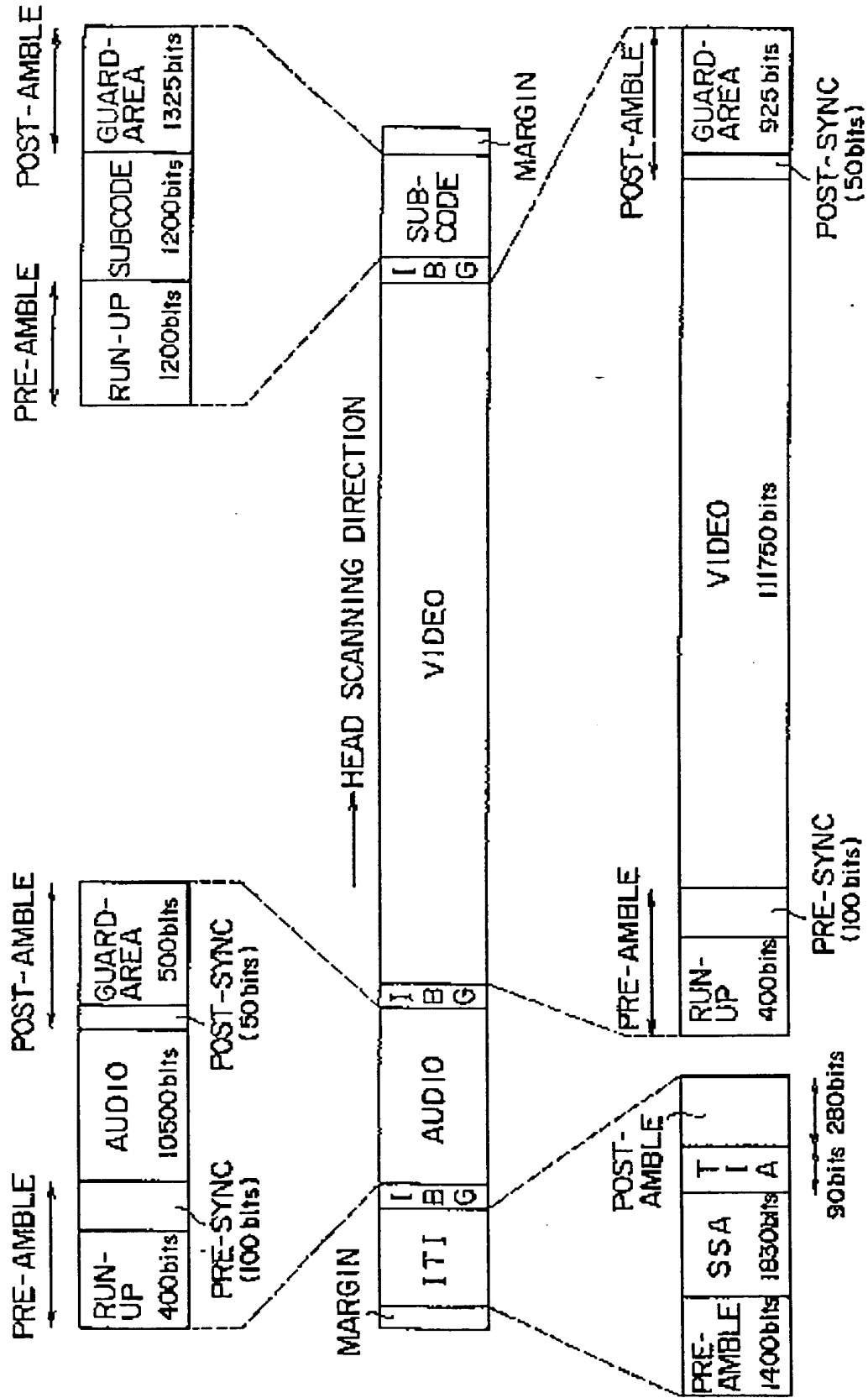


FIG. 8A

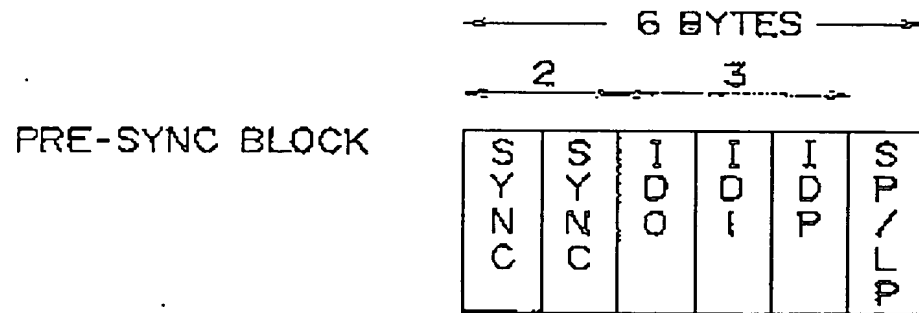
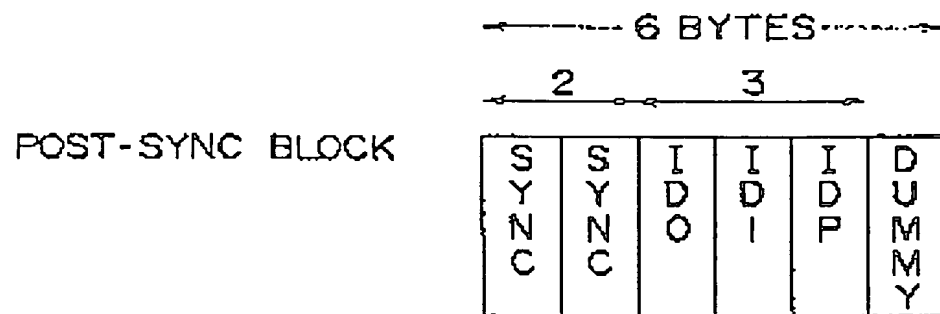


FIG. 8B



[AUDIO]

FIG. 9A

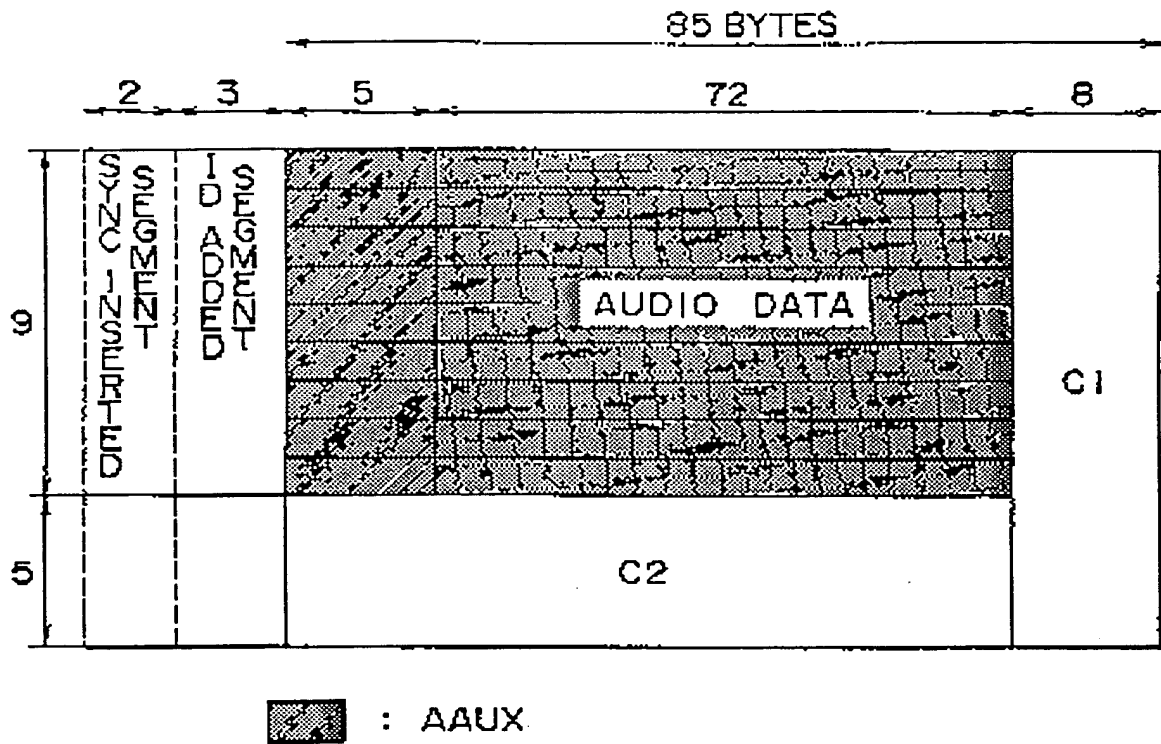


FIG. 9B

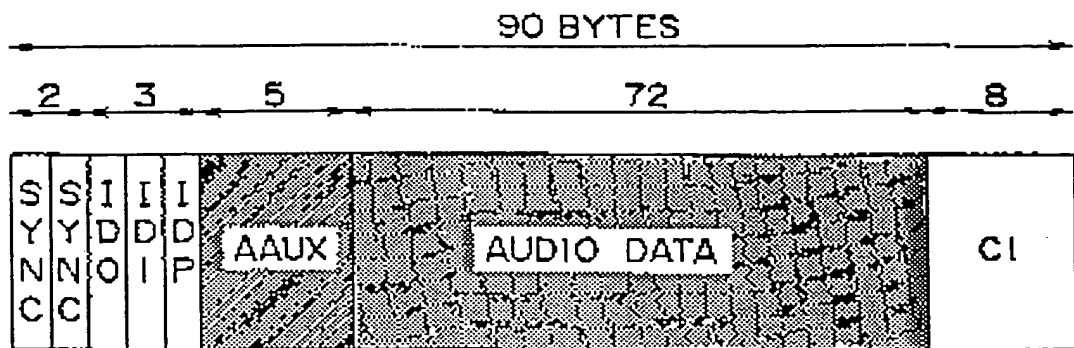


FIG. 10A

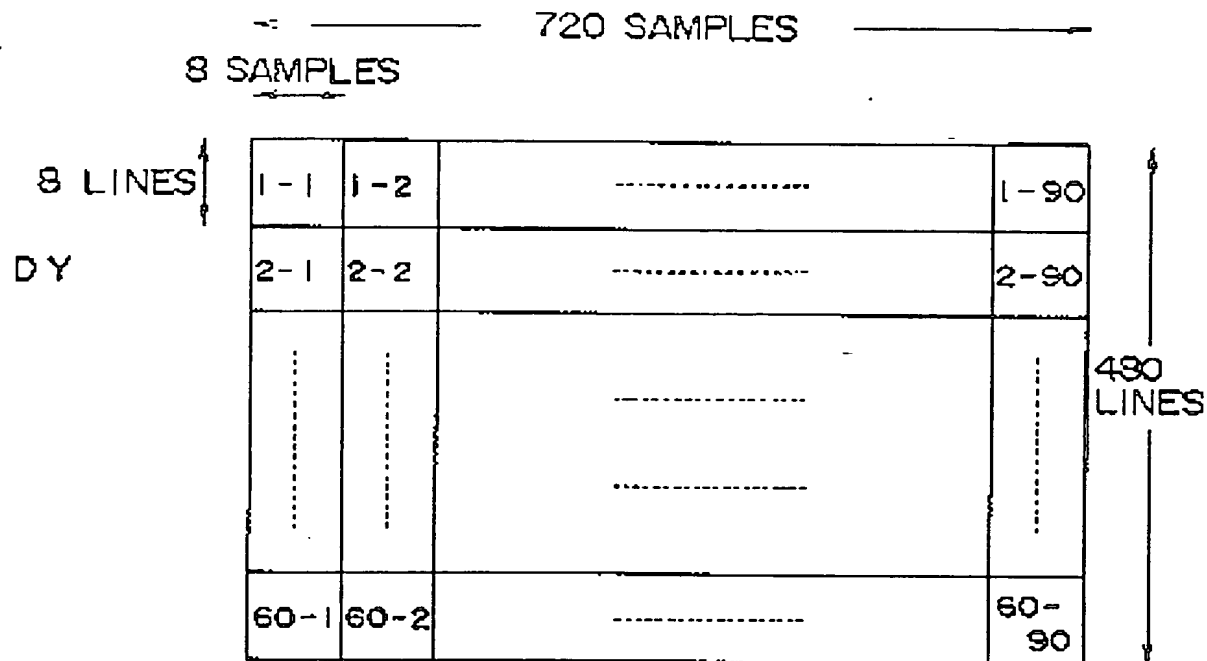


FIG. 10B

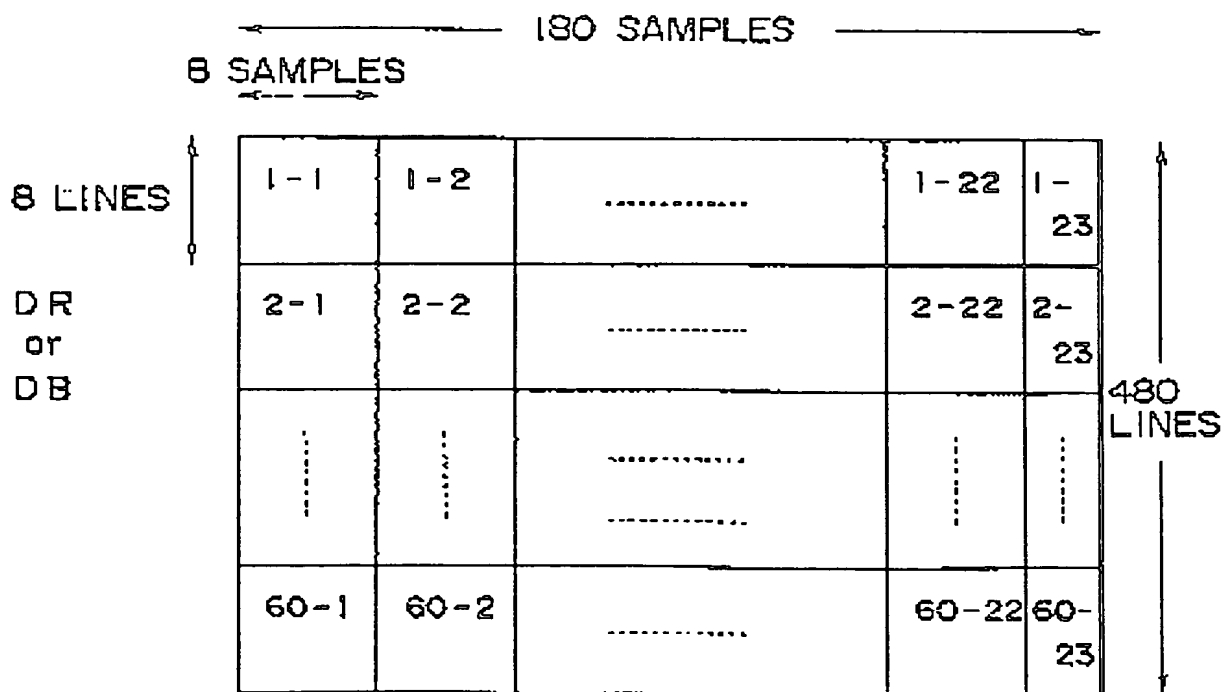
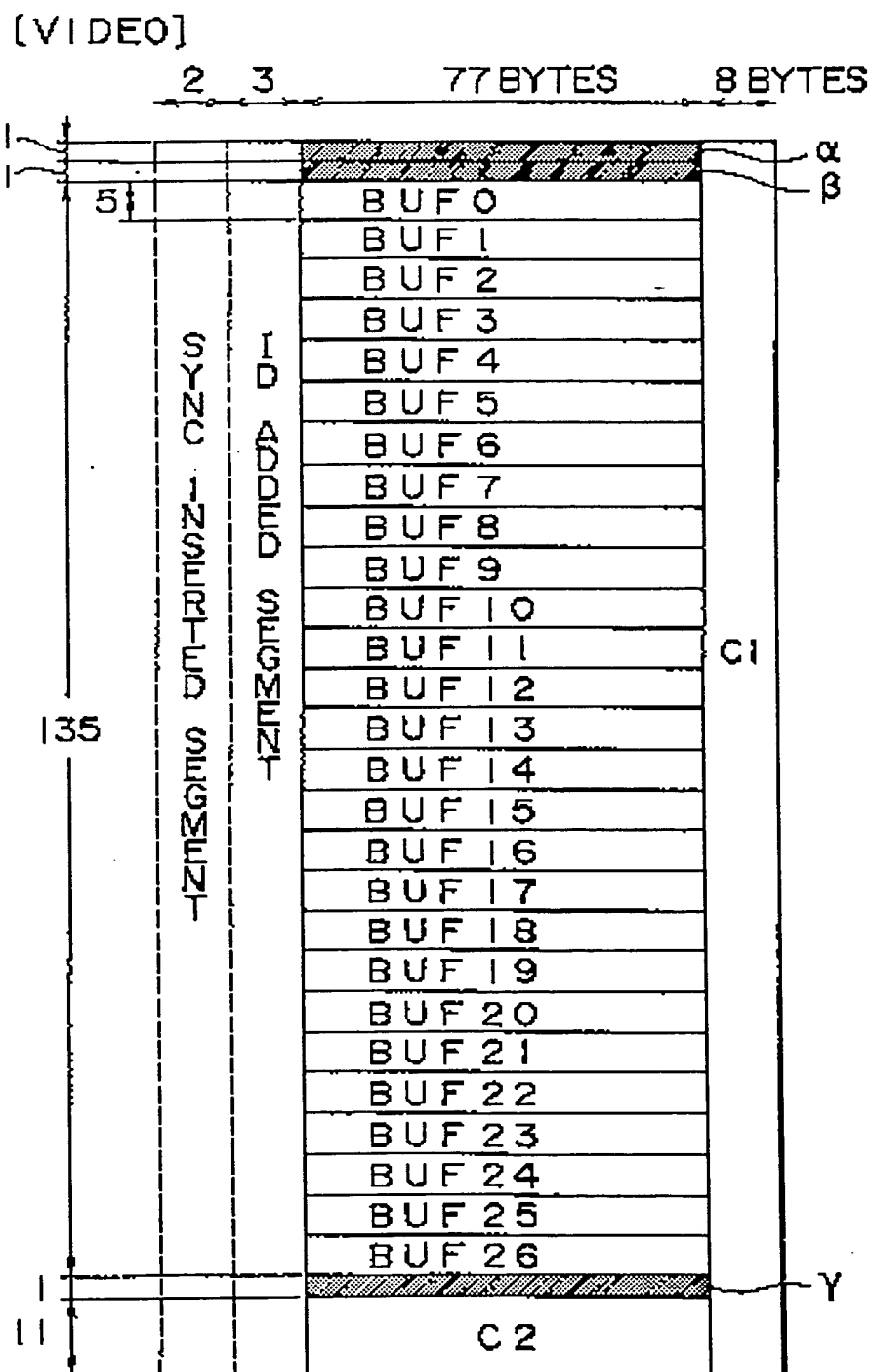


FIG. 11



 : VAUX

FIG. 12A

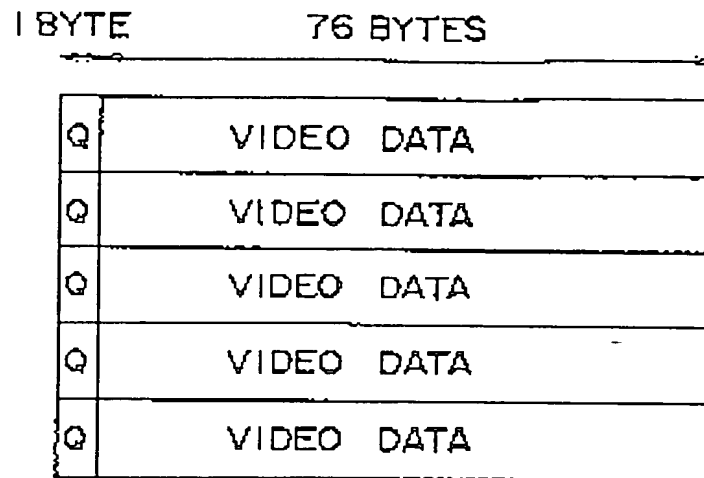


FIG. 12B

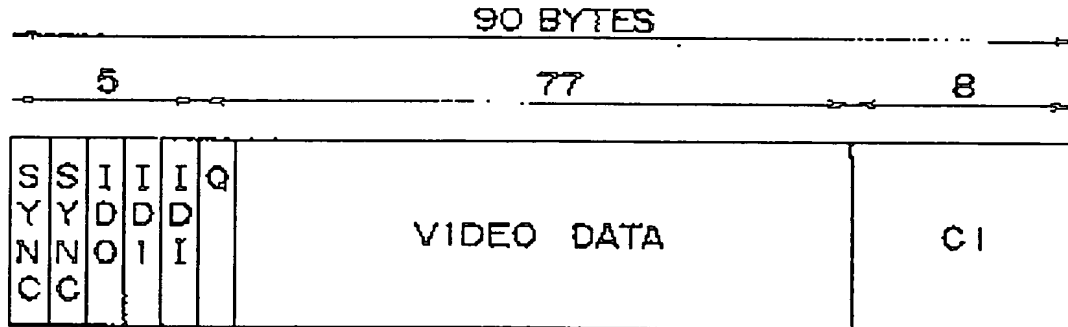


FIG. 12C

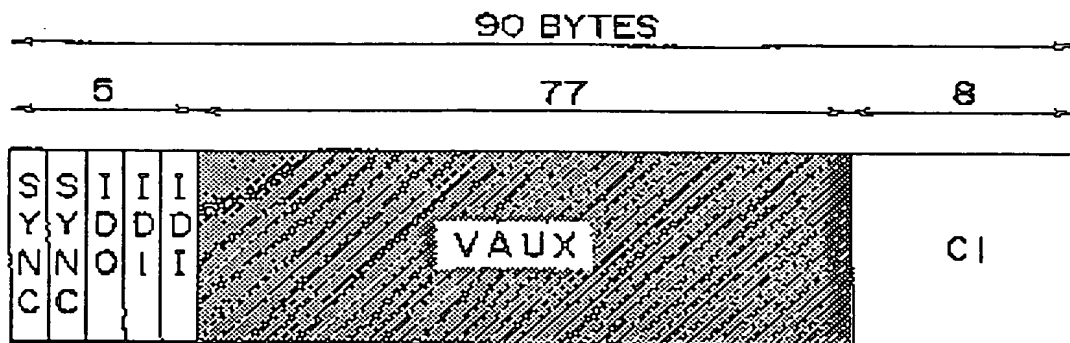


FIG. 13

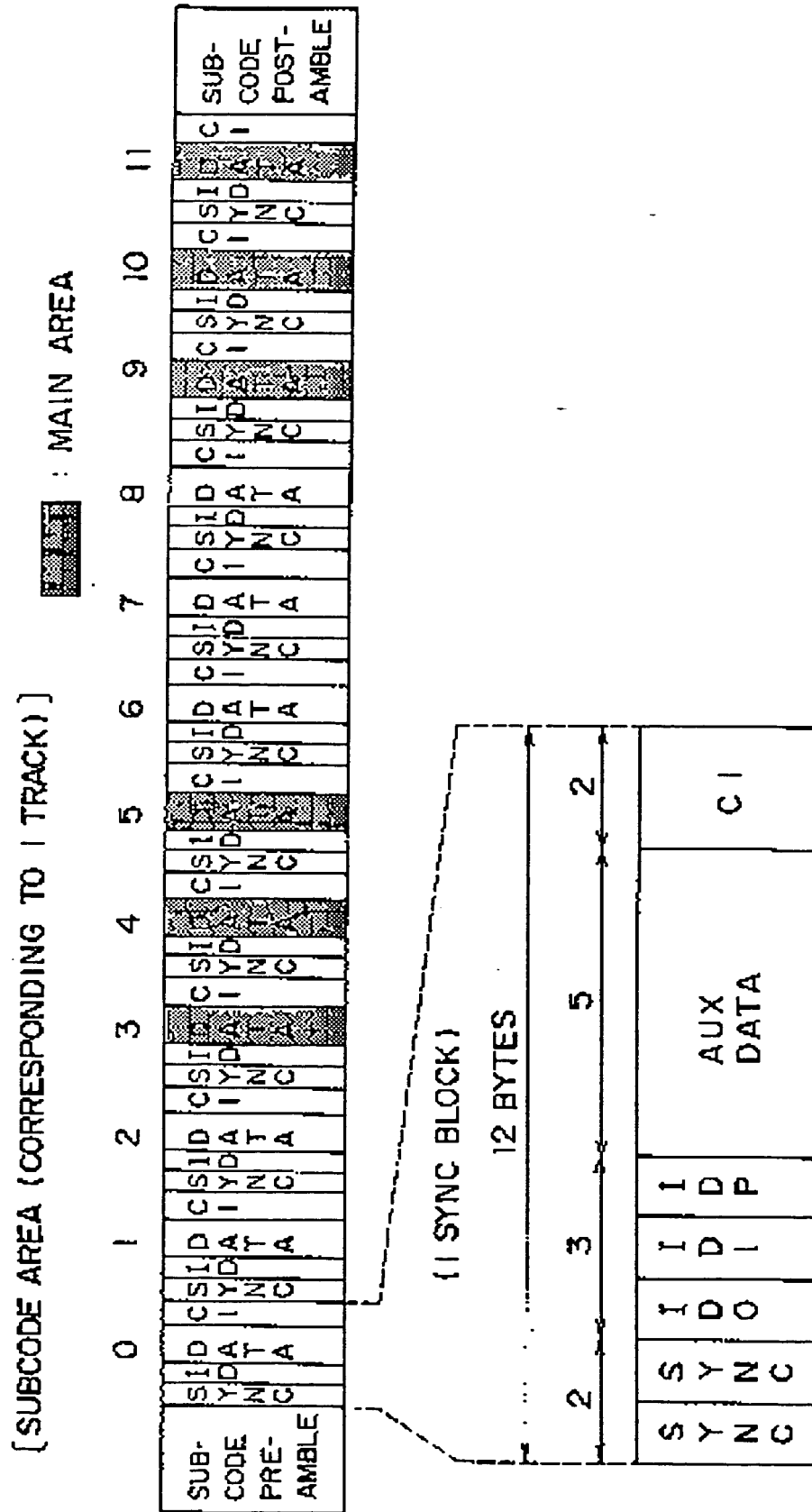


FIG. 14A

I D O		I D I	
MSB	SEQ 3	SYNC 7	
	SEQ 2	SYNC 6	
	SEQ 1	SYNC 5	
	SEQ 0	SYNC 4	
	TRACK 3	SYNC 3	
	TRACK 2	SYNC 2	
	TRACK 1	SYNC 1	
LSB	TRACK 0	SYNC 0	

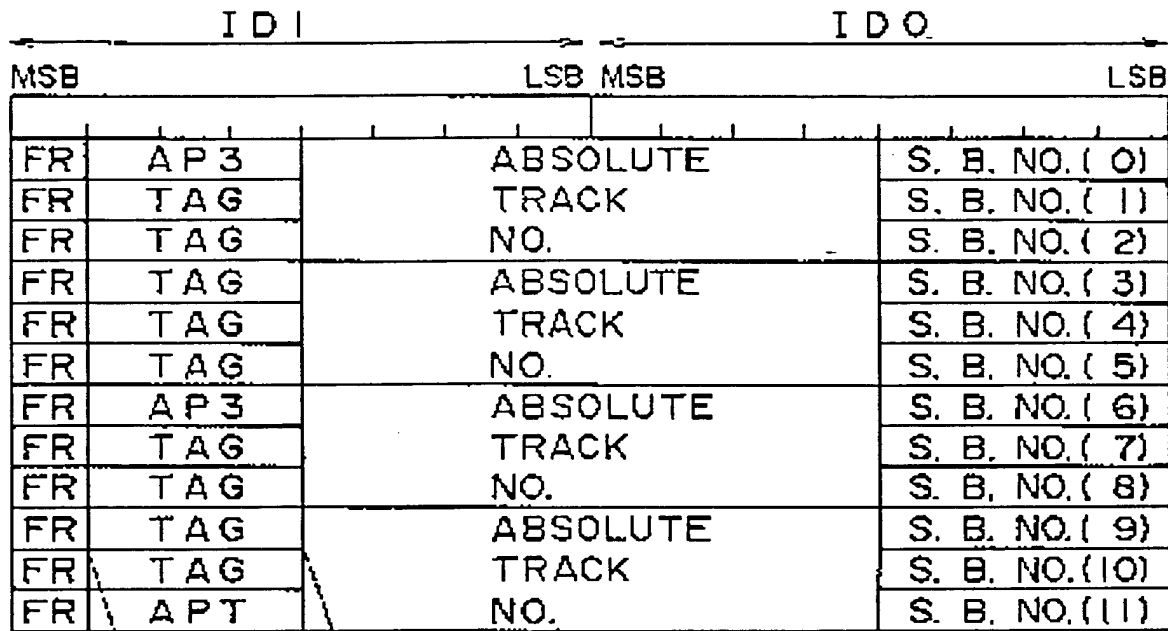
AAUX + AUDIO SYNC,
VIDEO SYNC,

FIG. 14B

I D O		I D I	
MSB	API / AP2 2	SYNC 7	
	API / AP2 1	SYNC 6	
	API / AP2 0	SYNC 5	
	SEQ 0	SYNC 4	
	TRACK 3	SYNC 3	
	TRACK 2	SYNC 2	
	TRACK 1	SYNC 1	
LSB	TRACK 0	SYNC 0	

PRE-SYNC,
POST-SYNC,
C2 PARITY SYNC,

FIG. 15



S. B. NO. : SYNC BLOCK NO.

INDEX ID	SKIP ID	PP ID
----------	---------	-------

FIG. 16

WORD NAME		MSB	LSB
PC0	(ITEM)		
PC1	(DATA)		
PC2			
PC3			
PC4			

FIG. 17

MSB				LSB				
UPPER				LOWER				
0	0	0	0	x	x	x	x	CONTROL
0	0	0	1	x	x	x	x	TITLE
0	0	1	0	x	x	x	x	CHAPTER
0	0	1	1	x	x	x	x	PART
0	1	0	0	x	x	x	x	PROGRAM
0	1	0	1	x	x	x	x	AAUX
0	1	1	0	x	x	x	x	VAUX
0	1	1	1	x	x	x	x	CAMERA
1	0	0	0	x	x	x	x	LINE
1	0	0	1	x	x	x	x	RESERVED
1	1	1	0	x	x	x	x	
1	1	1	1	a	a	a	a	SOFT MODE
1	1	1	1	1	1	1	1	NO INFORMATION

a a a a : 0 0 0 0 ~ 1 1 1 0
 x x x x : 0 0 0 0 ~ 1 1 1 1

FIG. 18A AAUX SOURCE

	MSB										LSB
PC0	0				0		1		0	0	0
PC1	LF								AF SIZE		
PC2	CH					PA		AUDIO MODE			
PC3		1			50/60			STYPE			
PC4	EF		TC			SMP				QU	

FIG. 18B AAUX SOURCE CONTROL

MSB										LSB	
PC0	0		1		0		1		0	0	0
PC1	SCMS			COPY SOUR.			COPY GENE.		CP	CI	
PC2	REC ST	REC E	REC MODE								
PC3	DRF	SPEED									
PC4	1	GENRE CATEGORY									

REC ST. : RECORDING START FRAME

REC E. : RECORDING END FRAME

FIG. 18C AAUX REC DATE

	MSB										LSB	
PC0	0		1		0		1		0	0	1	0
PC1	DS		TM					TIME ZONE				
PC2		1		1				DAY				
PC3	WEEK						MONTH					
PC4							YEAR					

FIG. 18D AAUX REC TIME

	MSB										LSB
PC0	0	1	0	1	0	0	1	1			
PC1	S 2	S 1	TENS OF FR.				UNITS OF FRAMES				
PC2	S 3	TENS OF SECONDS				UNITS OF SECONDS					
PC3	S 4	TENS OF MINUTES				UNITS OF MINUTES					
PC4	S 6	S 5	TENS OF H.				UNITS OF HOURS				

FIG. 18E AAUX REC TIME BINARY GROUP

	MSB										LSB
PC0	0		1		0		1		0	1	0
PC1	2nd BINARY					1st BINARY					
PC2	4th BINARY					3rd BINARY					
PC3	6th BINARY					5th BINARY					
PC4	8th BINARY					7th BINARY					

FIG. 19A AAUX CLOSED CAPTION

	MSB										LSB									
PC0	0				0				0			1		0						
PC1																				
PC2																				
PC3																				
PC4																				

FIG. 19B VAUX SOURCE

	MSB										LSB									
PC 0	0		1			0			0		0		0		0					
PC 1	TENS OF TV CHANNEL										UNITS OF TV CHANNEL									
PC 2	B/W		EN		CLF				HUNDREDS OF TV CHANNEL											
PC 3	SOURCE CODE				50/60		STYPE													
PC 4	TUNER CATEGORY																			

FIG. 19C VAUX SOURCE CONTROL

MSB											LSB										
PC 0	0	1	1	0	0	0	0	0	1												
PC 1	SCMS				COPY SOUR.				COPY GENE.				CP		CI						
PC 2	REC ST		1	REC MODE				1	DISP												
PC 3	FF		FS		FC		IL		ST		SC		BCSYS								
PC 4	1		GENRE CATEGORY																		

FIG. 19D VAUX REC DATE

	MSB															LSB																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																													
PC0	0																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												</

FIG. 19E VAUX REC TIME

	MSB										LSB									
PC 0	0	1	1	0	0	0	1	1												
PC 1	S 2	S 1	TENS OF FR.				UNITS OF FRAMES													
PC 2	S 3	TENS OF SECONDS				UNITS OF SECONDS														
PC 3	S 4	TENS OF MINUTES				UNITS OF MINUTES														
PC 4	S 6	S 5	TENS OF H.				UNITS OF HOURS													

FIG. 20A VAUX REC TIME BINARY GROUP

	MSB	LSB
PC 0	0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0
PC 1	2nd BINARY	1st BINARY
PC 2	4th BINARY	3rd BINARY
PC 3	6th BINARY	5th BINARY
PC 4	8th BINARY	7th BINARY

FIG. 20B VAUX CLOSED CAPTION

	MSB	LSB
PC 0	0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0
PC 1	1ST FIELD LINE 21 UPPER BYTE	
PC 2	1ST FIELD LINE 21 LOWER BYTE	
PC 3	2ND FIELD LINE 21 UPPER BYTE	
PC 4	2ND FIELD LINE 21 LOWER BYTE	

FIG. 21

[AAUX PACK CONFIGURATION]

TRACK NO. →	1	2	3	4	5	6	7	8	9	10
8	55		55		55		55		55	
7	54		54		54		54		54	
6	53		53		53		53		53	
5	52	55	52	55	52	55	52	55	52	55
4	51	54	51	54	51	54	51	54	51	54
3	50	53	50	53	50	53	50	53	50	53
2		52		52		52		52		52
1		51		51		51		51		51
0		50		50		50		50		50

↑
PACK NO.

50~55 : AAUX MAIN AREA

ACTUAL DATA NUMBER IN OPTION AREA : 120 BYTES

Figure 1 illustrates the structure of an 80-bit word, divided into three sections: (α), (β), and (γ). The bit positions are numbered 0 through 31. The diagram shows the layout of these bits and the associated control signals (SYNCDIP) for different segments. The word is structured as follows:

- Section (α):** Bits 0 to 31. The first four bits (0-3) are labeled SYNCDIP. The next five bits (4-8) are labeled SYNCDIP. The remaining bits (9-31) are labeled SYNCDIP.
- Section (β):** Bits 15 to 31. The first five bits (15-19) are labeled SYNCDIP. The remaining bits (20-31) are labeled SYNCDIP.
- Section (γ):** Bits 30 to 31. The first two bits (30-31) are labeled SYNCDIP.

The diagram also shows a callout for the RSV (Reserved) bits, which are located at the end of the word (bits 32-44). The RSV bits are labeled RSV.

F I G. 23

TRAC. NO. →		0	1	2	3	4	5	6	7	8	9
[VAUX]	40	65		65		65		65		65	
		64		64		64		64		64	
		63		63		63		63		63	
		62		62		62		62		62	
		61		61		61		61		61	
		60		60		60		60		60	
	35										
60~65 : VAUX MAIN AREA											
	30										
	25										
ACTUAL DATA NUMBER IN OPTION AREA : 1560 BYTES.											
	20										
	15										
	10										
	5		65		65		65		65		65
			64		64		64		64		64
			63		63		63		63		63
			62		62		62		62		62
			61		61		61		61		61
			60		60		60		60		60
	0										
PACK NO.											

F I G. 24

TRACK NO. →	0	1	2	3	4	5	6	7	8	9
11	C	C	C	C	C	E	E	E	E	E
10	B	B	B	B	B	D	D	D	D	D
9	A	A	A	A	A	A	A	A	A	A
8	f	c	f	c	f	m	i	m	i	m
7	e	b	e	b	e	k	h	k	h	k
6	d	a	d	a	d	j	g	j	g	j
5	C	C	C	C	C	E	E	E	E	E
4	B	B	B	B	B	D	D	D	D	D
3	A	A	A	A	A	A	A	A	A	A
2	c	f	c	f	c	i	m	i	m	i
1	b	e	b	e	b	h	k	h	k	h
0	a	d	a	d	a	g	j	g	j	g

↑ SYNC BLOCK NO.

F I G. 25

TRACK NO. →	0	1	2	3	4	5	6	7	8	9	10	11
11	C	C	C	C	C	E	E	E	E	E	E	E
10	B	B	B	B	B	D	D	D	D	D	D	D
9	A	A	A	A	A	A	A	A	A	A	A	A
8	f	c	f	c	f	c	m	i	m	i	m	i
7	e	b	e	b	e	b	k	h	k	h	k	h
6	d	a	d	a	d	a	j	g	j	g	j	g
5	C	C	C	C	C	E	E	E	E	E	E	E
4	B	B	B	B	B	D	D	D	D	D	D	D
3	A	A	A	A	A	A	A	A	A	A	A	A
2	c	f	c	f	c	f	i	m	i	m	i	m
1	b	e	b	e	b	e	h	k	h	k	h	k
0	a	d	a	d	a	d	g	j	g	j	g	j

↑ SYNC BLOCK NO.

FIG. 26

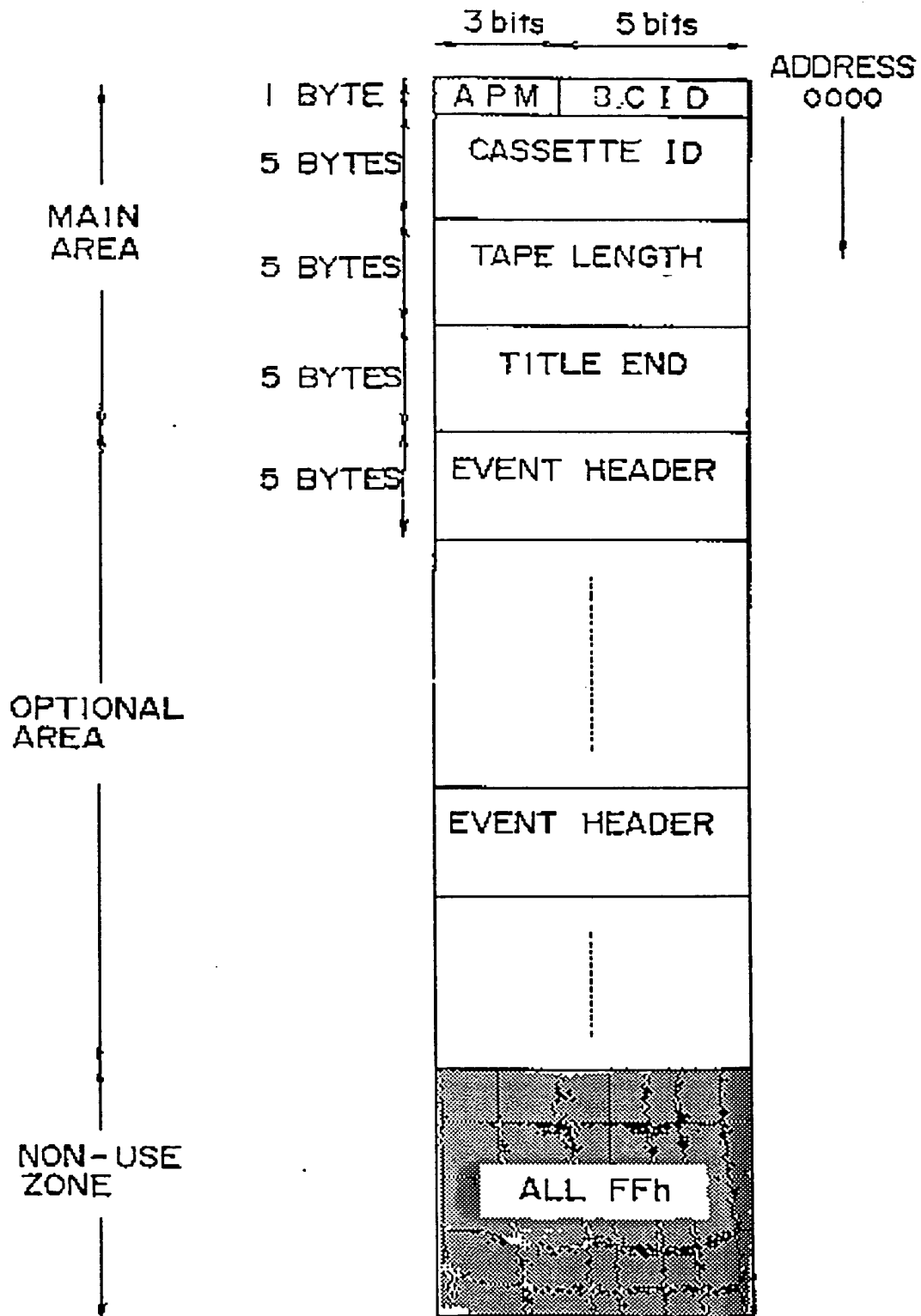


FIG. 27

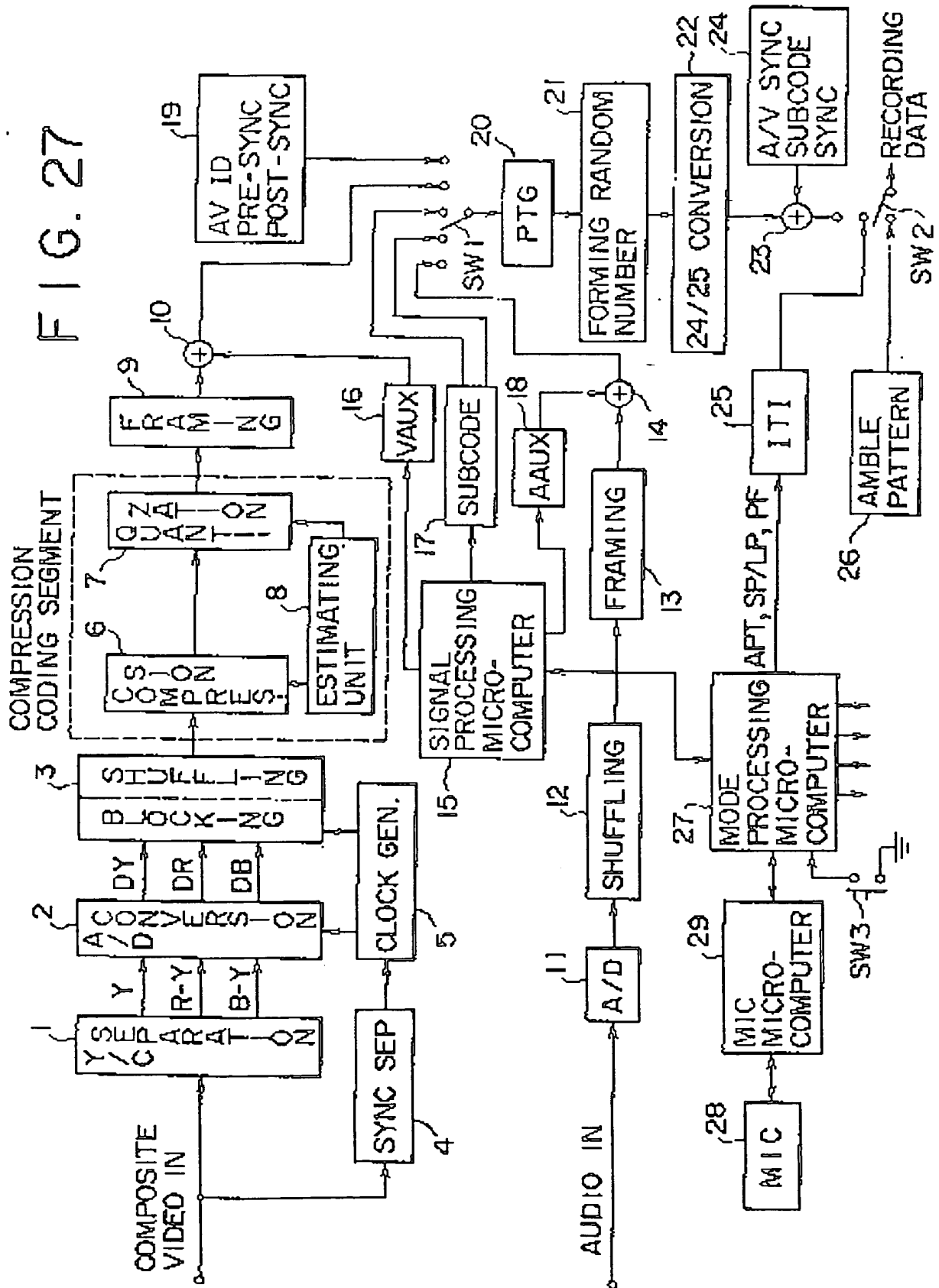
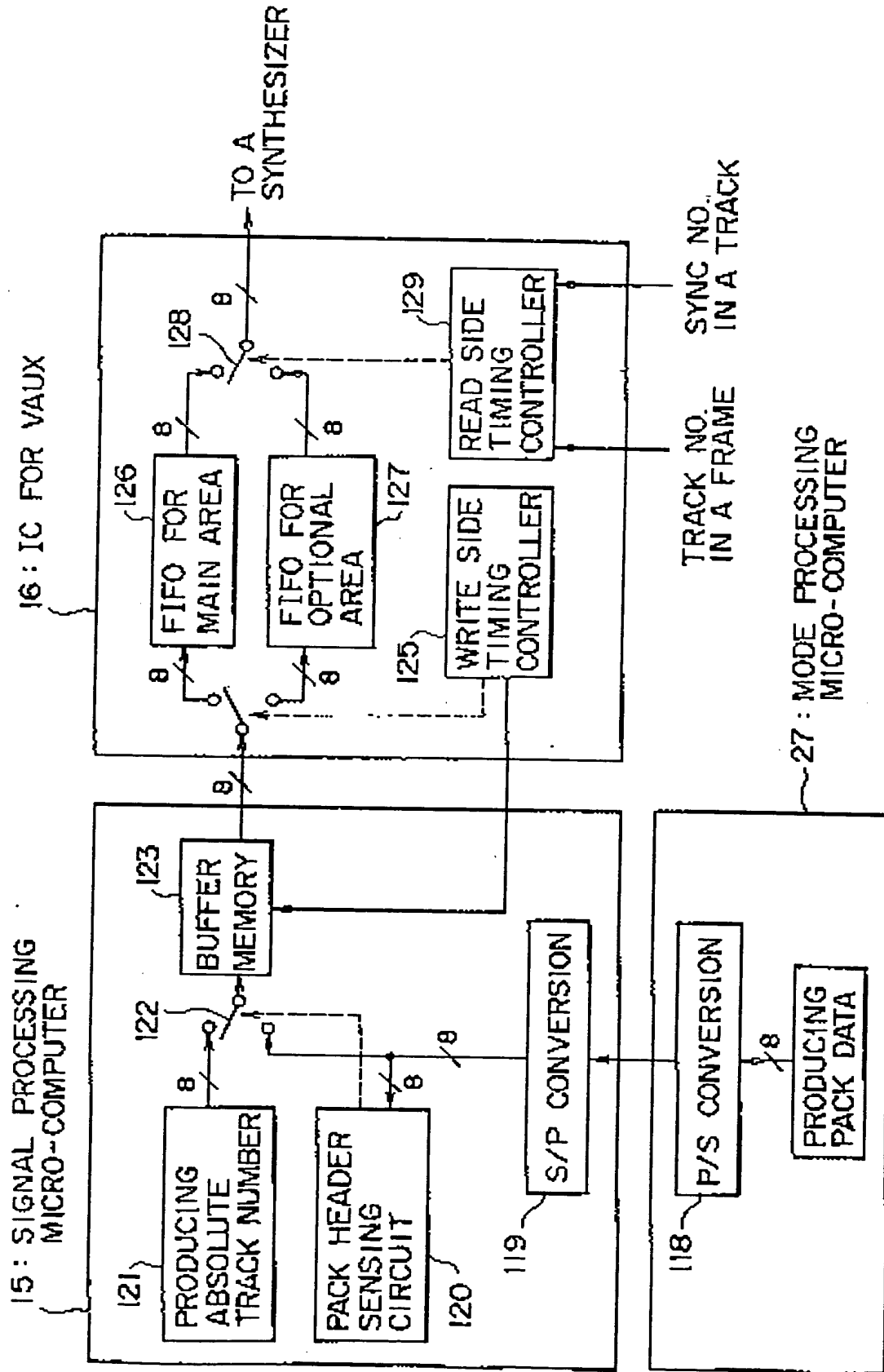
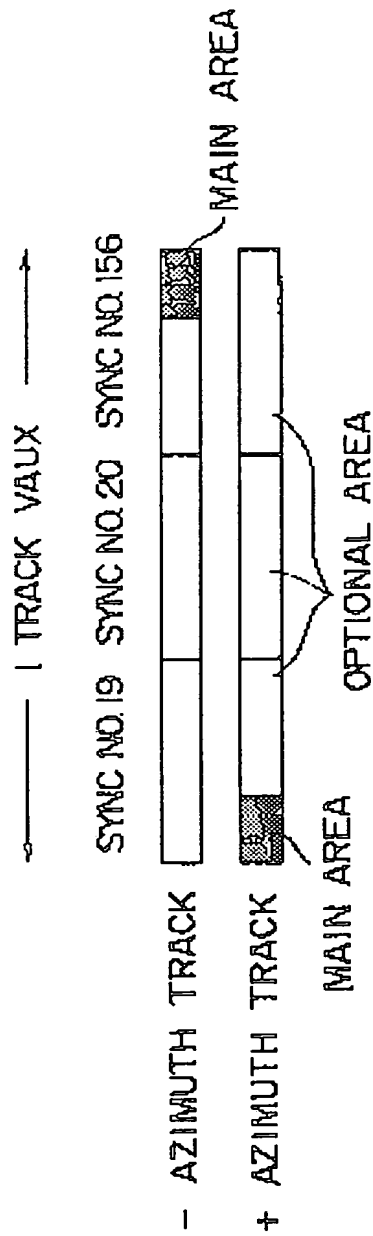


FIG. 28



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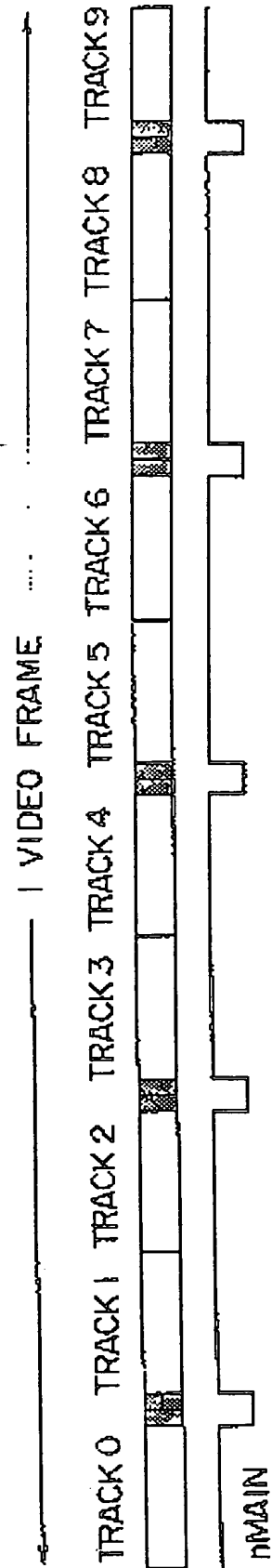
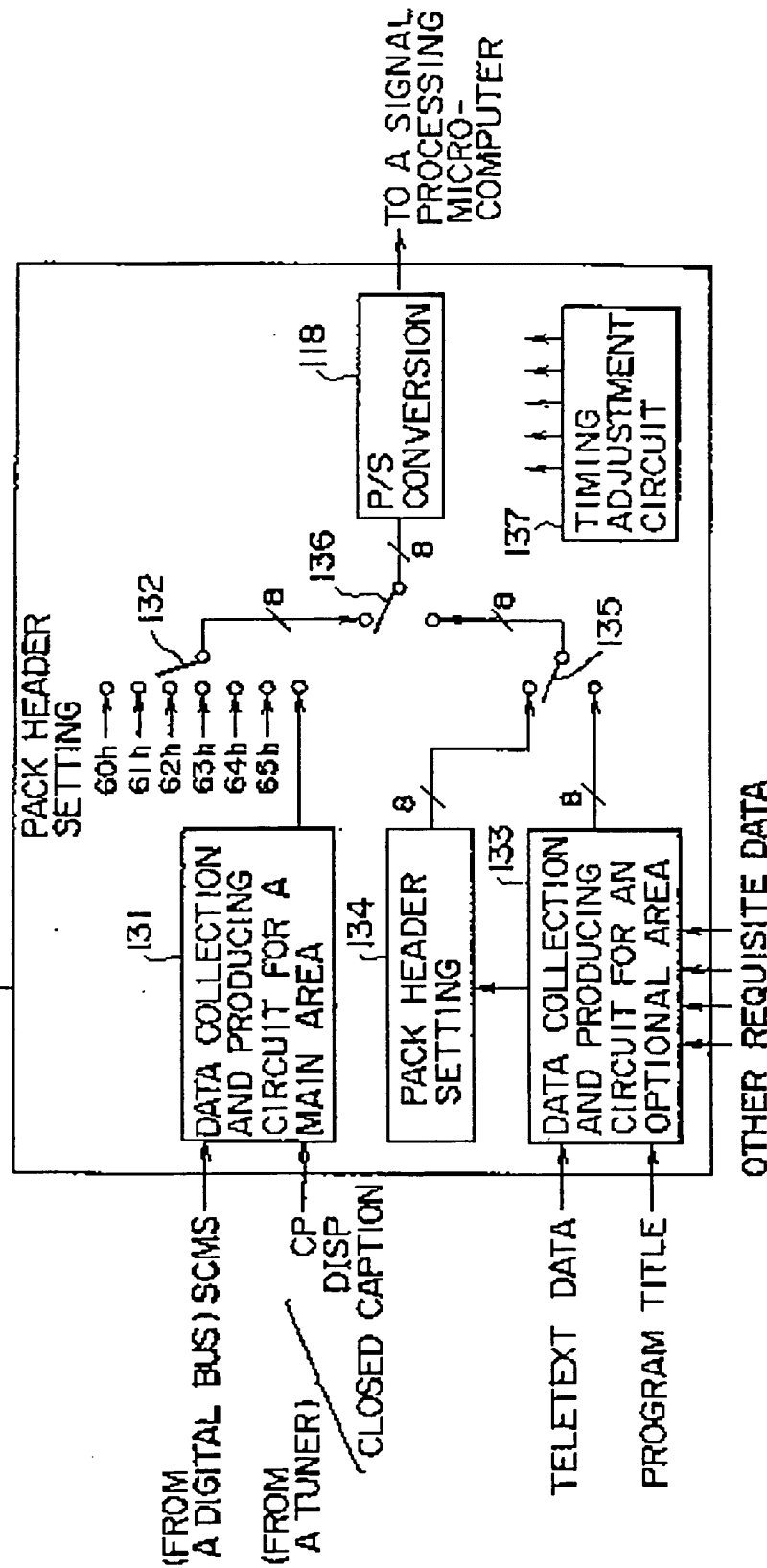


FIG. 30

27: MODE PROCESSING MICRO-COMPUTER

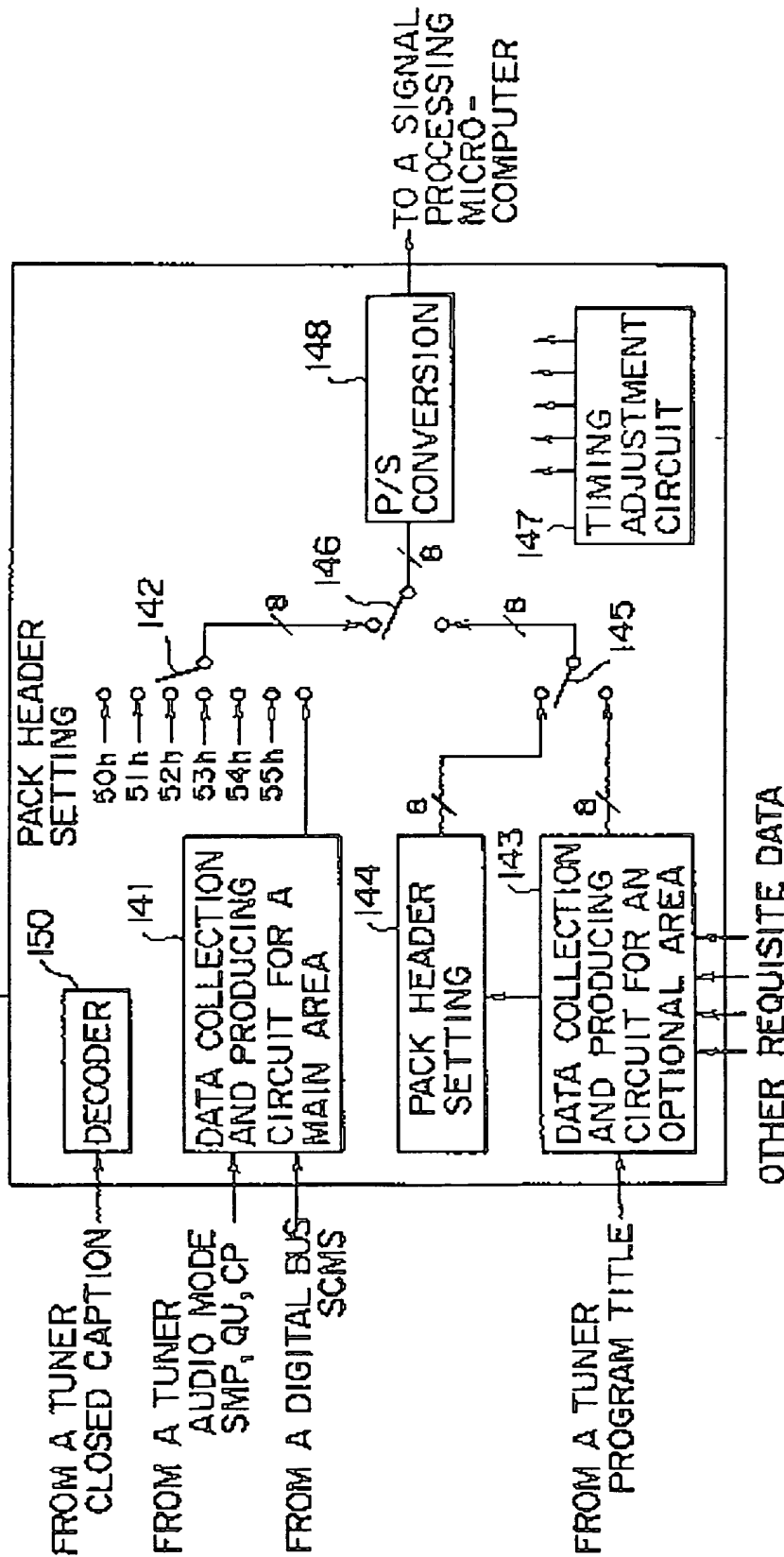


139: PRODUCED DATA FOR A MAIN AREA

- TV CHANNEL
- EW, EN, CLF
- SOURCE CODE, 50/60, STYPE
- TUNER CATEGORY
- COPY SOURCE, COPY GEN, CI
- REC ST, REC MODE, FF, FS, FC, IL, ST, SC
- GENRE CATEGORY
- REC DATE
- REC TIME
- BINARY GROUP

FIG. 31

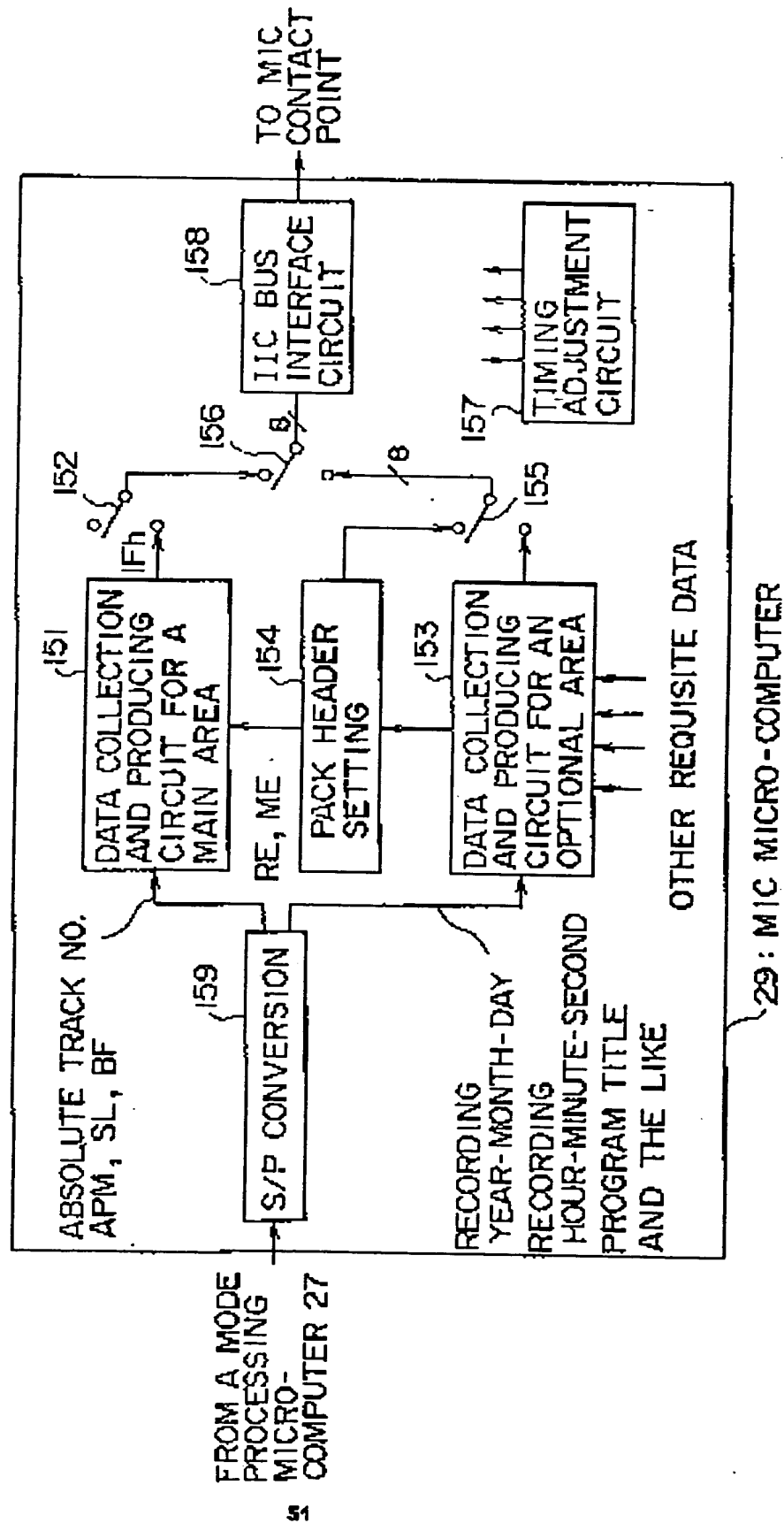
27: MODE PROCESSING MICRO-COMPUTER



149: PRODUCED DATA FOR A MAIN AREA

- LF, CH, PA
- REC ST, REC END, RED MODE
- REC DATE
- EF, TC, 50/60, STYPE
- INSERT CH, DRF, SPEED
- REC TIME
- TUNER CATEGORY
- GENRE CATEGORY
- BINARY GROUP
- COPY SOURCE, COPY GEN, CI

FIG. 32



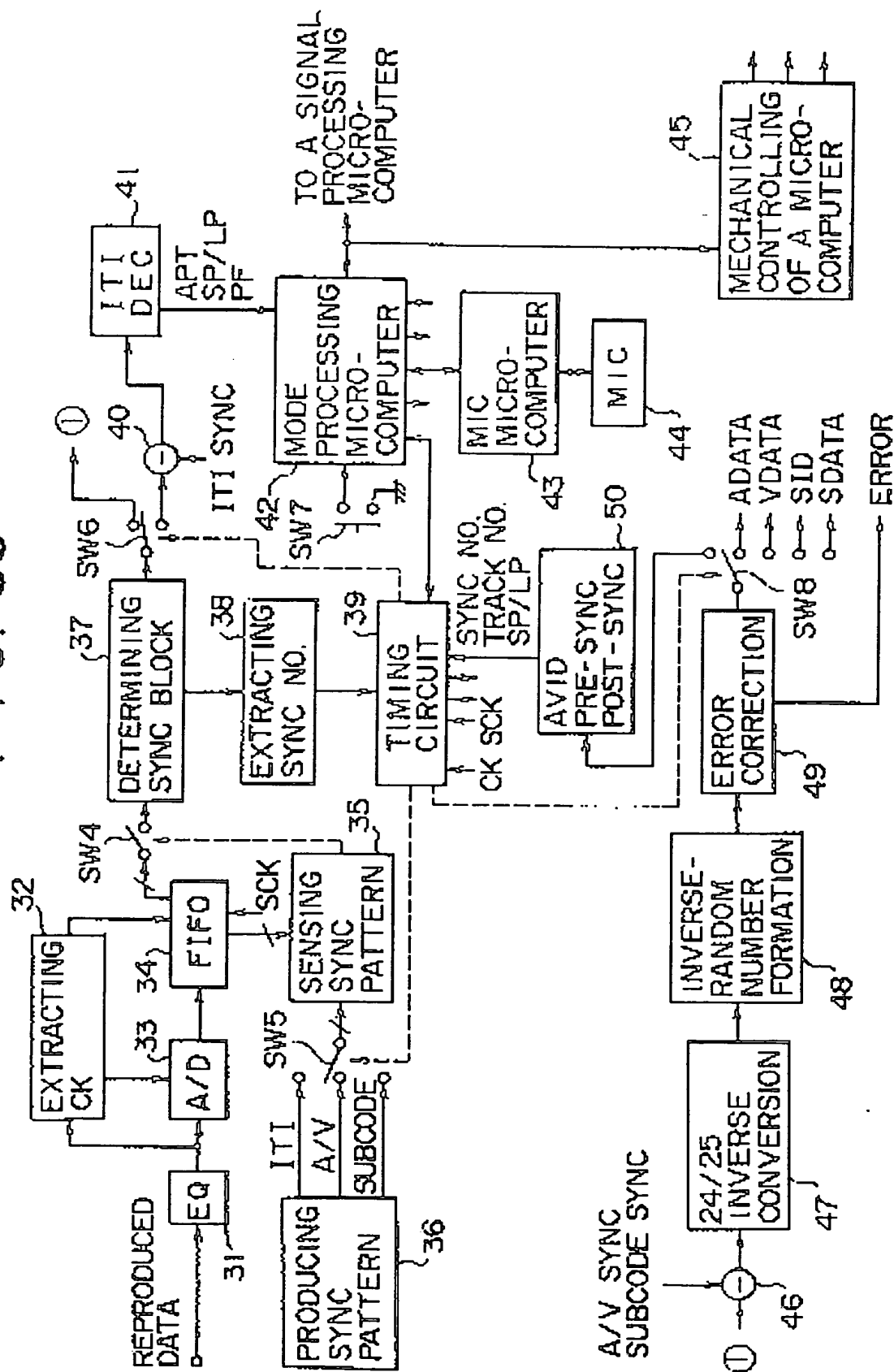
M
M
G
—
L

FIG. 34

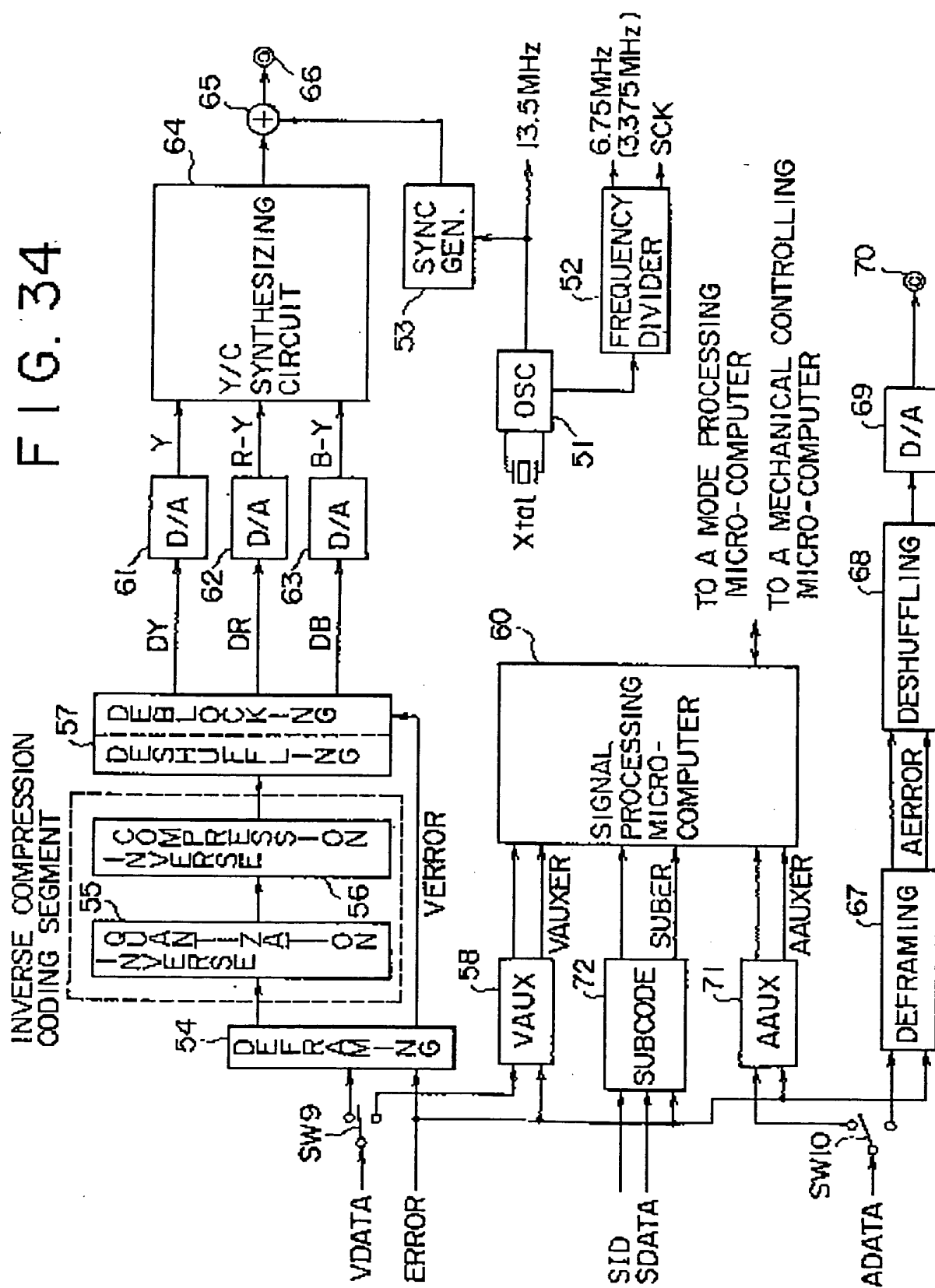


FIG. 35

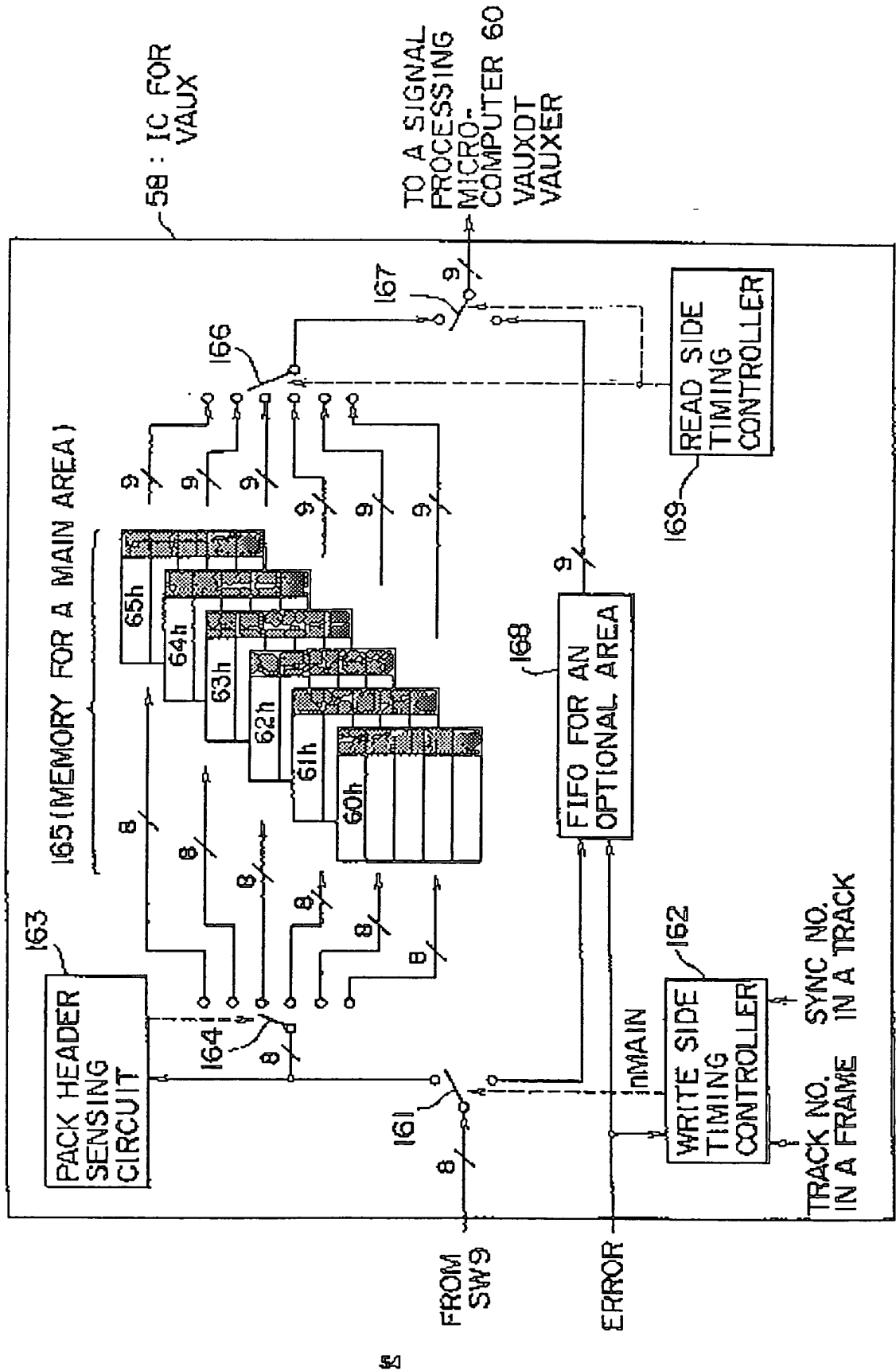


FIG. 36

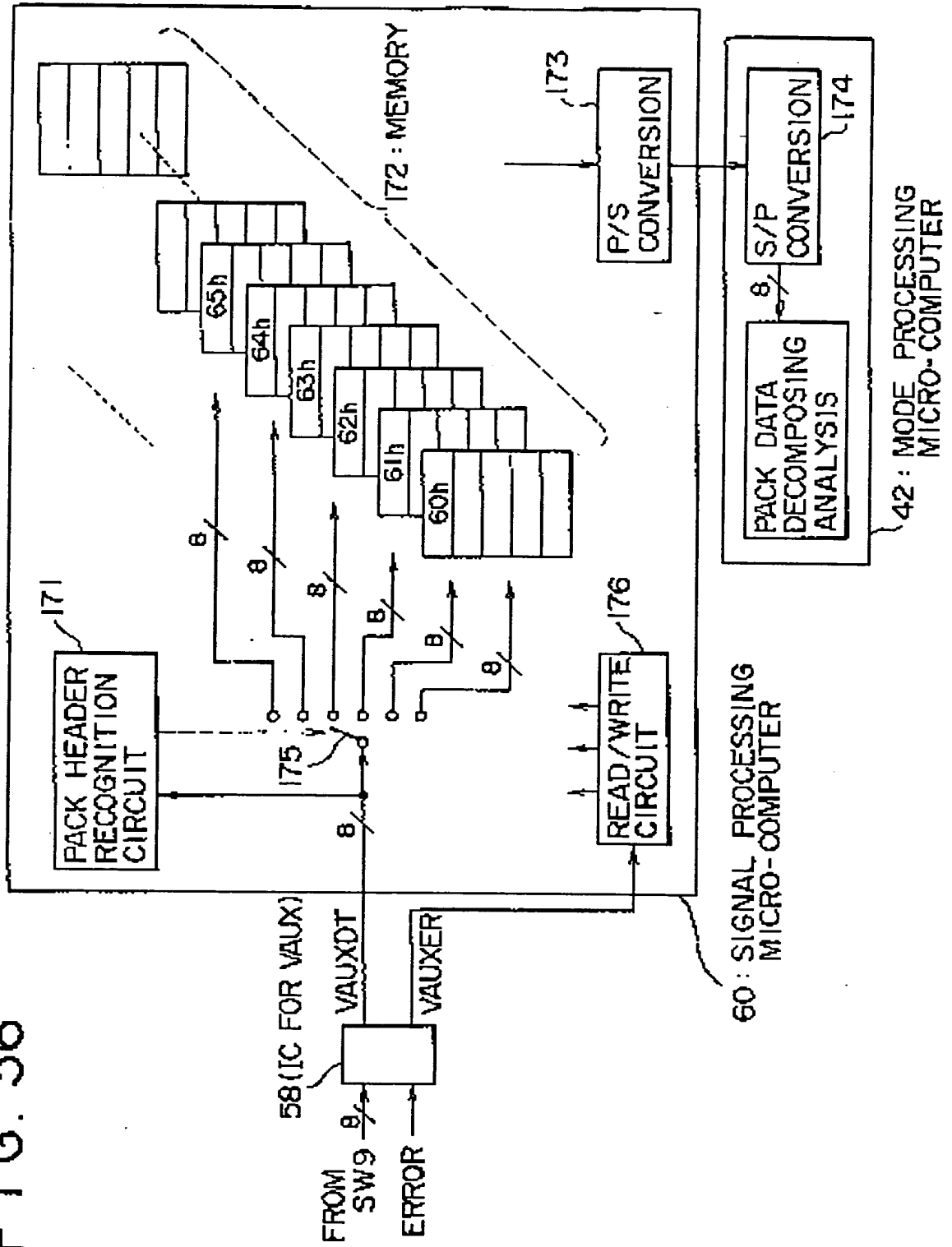


FIG. 37

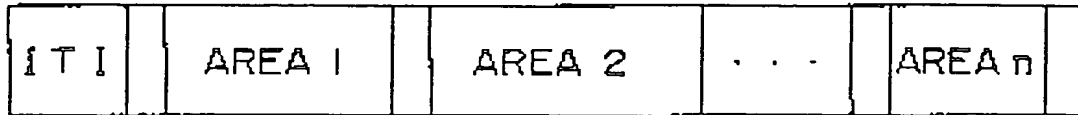


FIG. 38

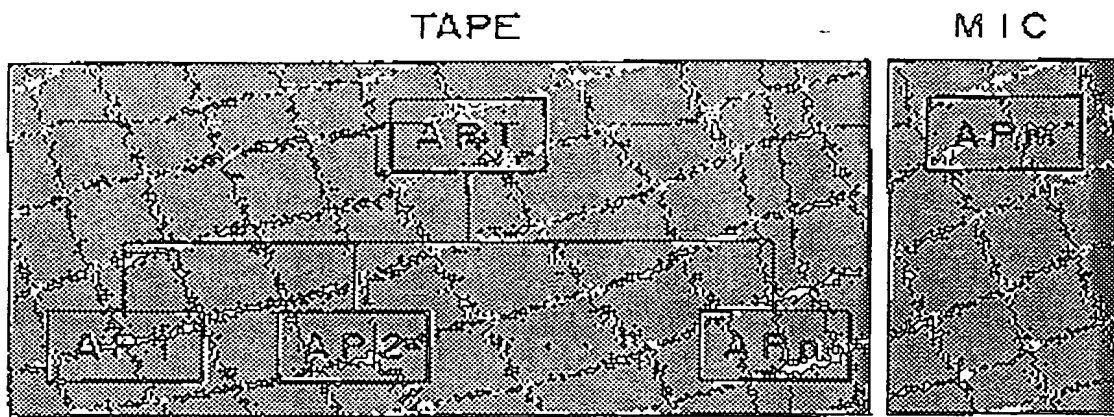
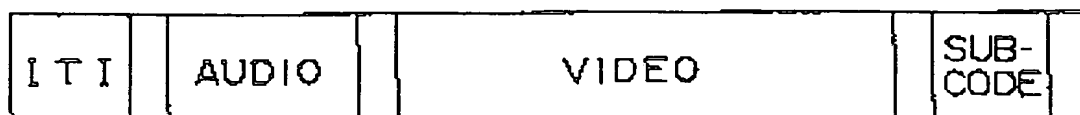


FIG. 39 A IN THE CASE OF APT = 000



OVER-RIGHT
MARGIN

FIG. 39 B FURTHER IN THE CASE OF
AP1 = AP2 = AP3 = 000



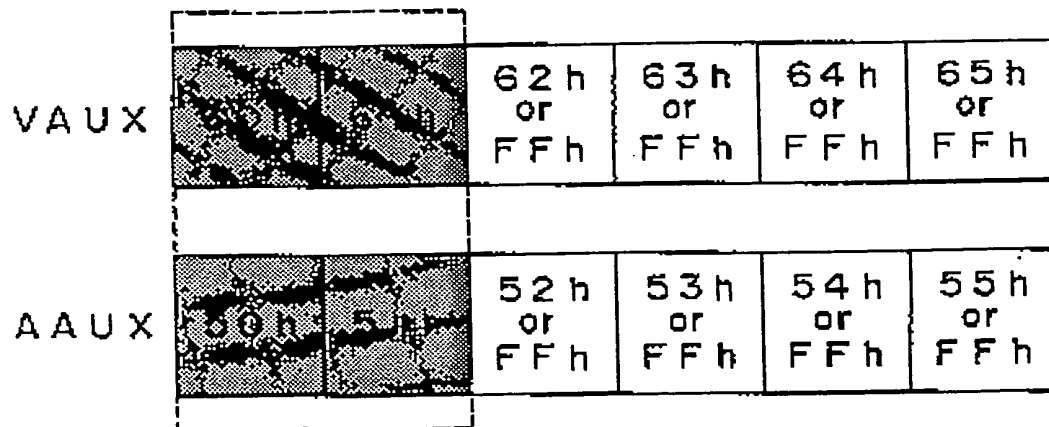
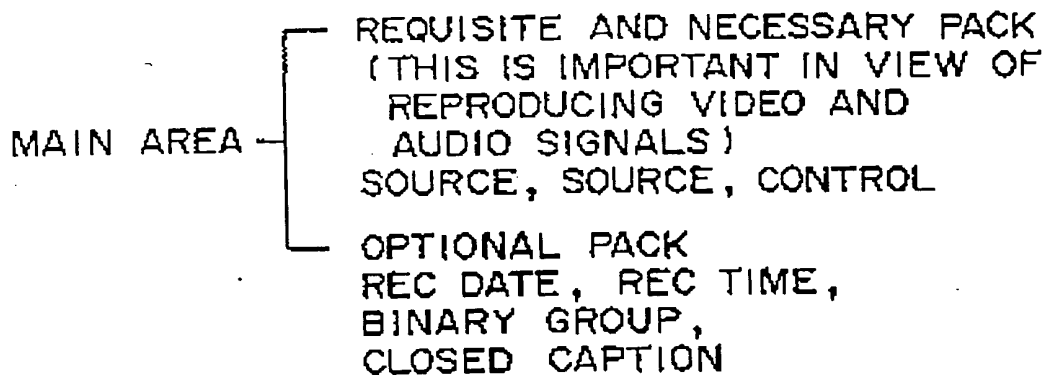
57



FIG. 41

	ASPECT RATIO	COPY GUARD	CAPTION	OTHER PROGRAMS	OTHERS	CLOCK	NUMBER OF BITS IN ONE FRAME
CC	○		○	○		503 kHz	32 bits
EDS	○			○	○	503 kHz	
VBID	○	○			○	$F_{sc}/4$	20 bits
WSS	○				○	833 kHz	14 bits
CHARACTER MULTIPLEX SIGNAL			○	○		5.7272 MHz	4480 bits
TELETEXT			○	○		6.9375 MHz	11008 bits
MACRO-VISION SIGNAL		○				VARIOUS VALUES	ANALOG
INTER-STATION CONTROL SIGNAL					○	VARIOUS VALUES	ANALOG
WORK SIGNAL					○	UNKNOWN	UNKNOWN

FIG. 42



REQUISITE AND NECESSARY
DATA IS STORED

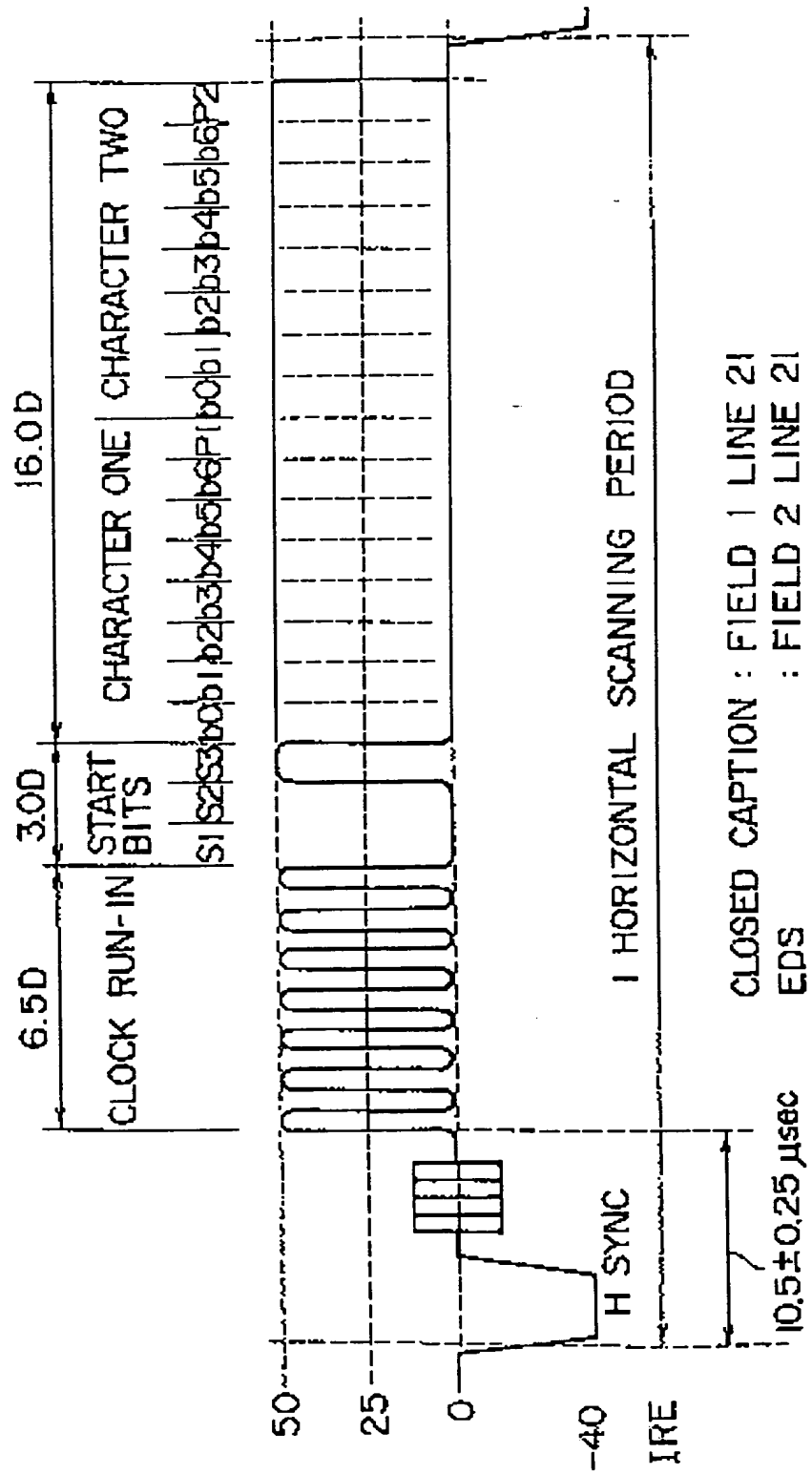
$$D = 1 / (32 \times H)$$


FIG. 44

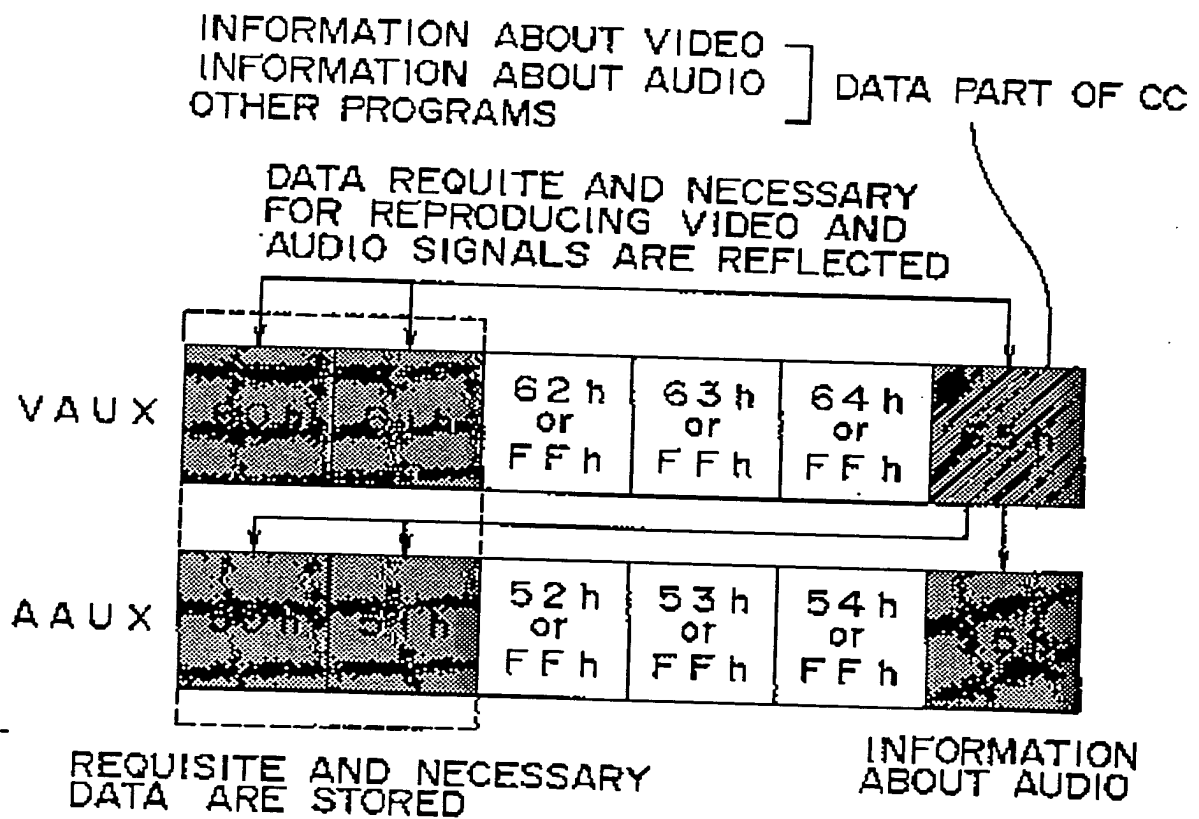


FIG. 45

[WHEN RECORDED]

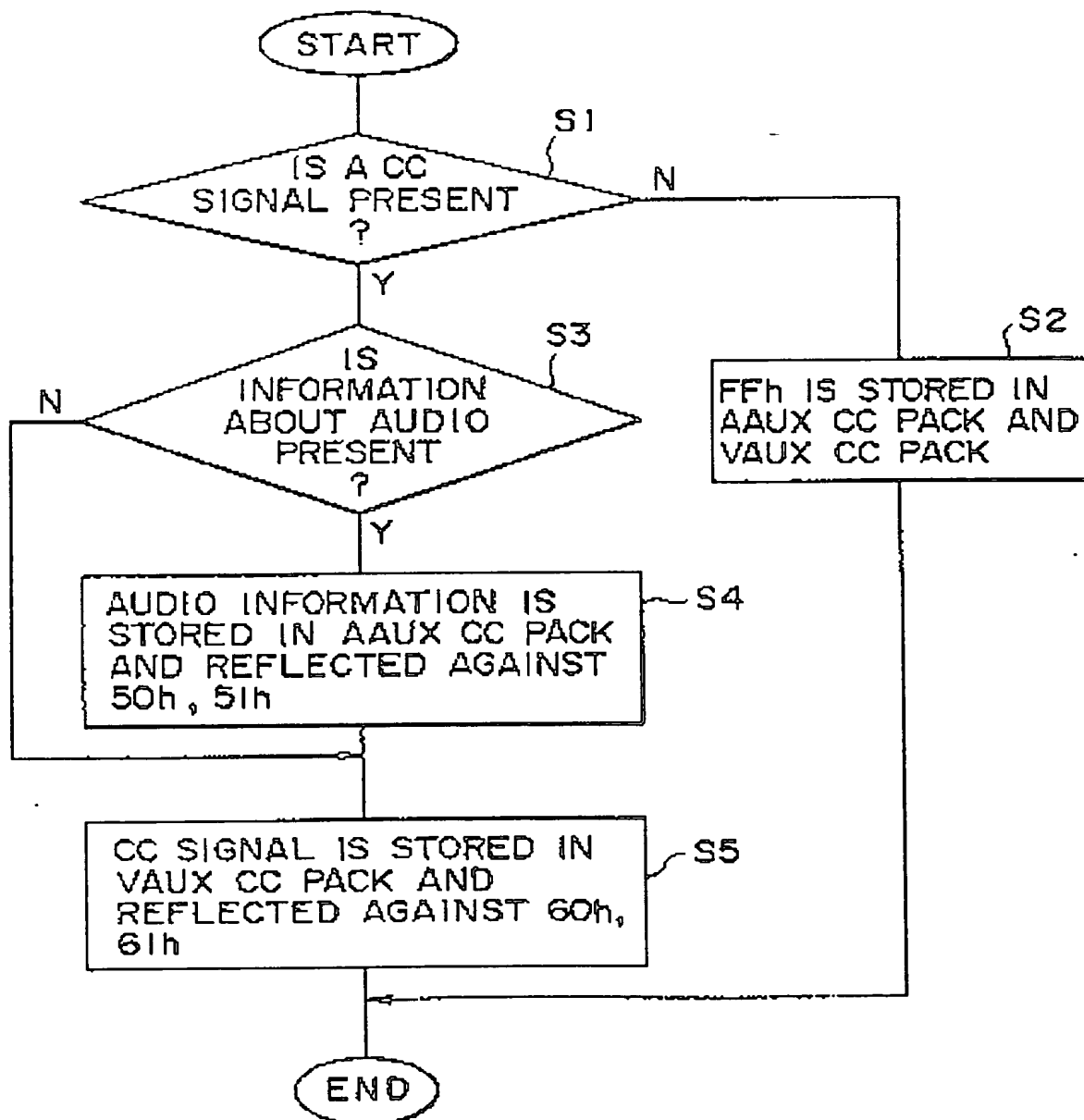


FIG. 46

[WHEN REPRODUCED]

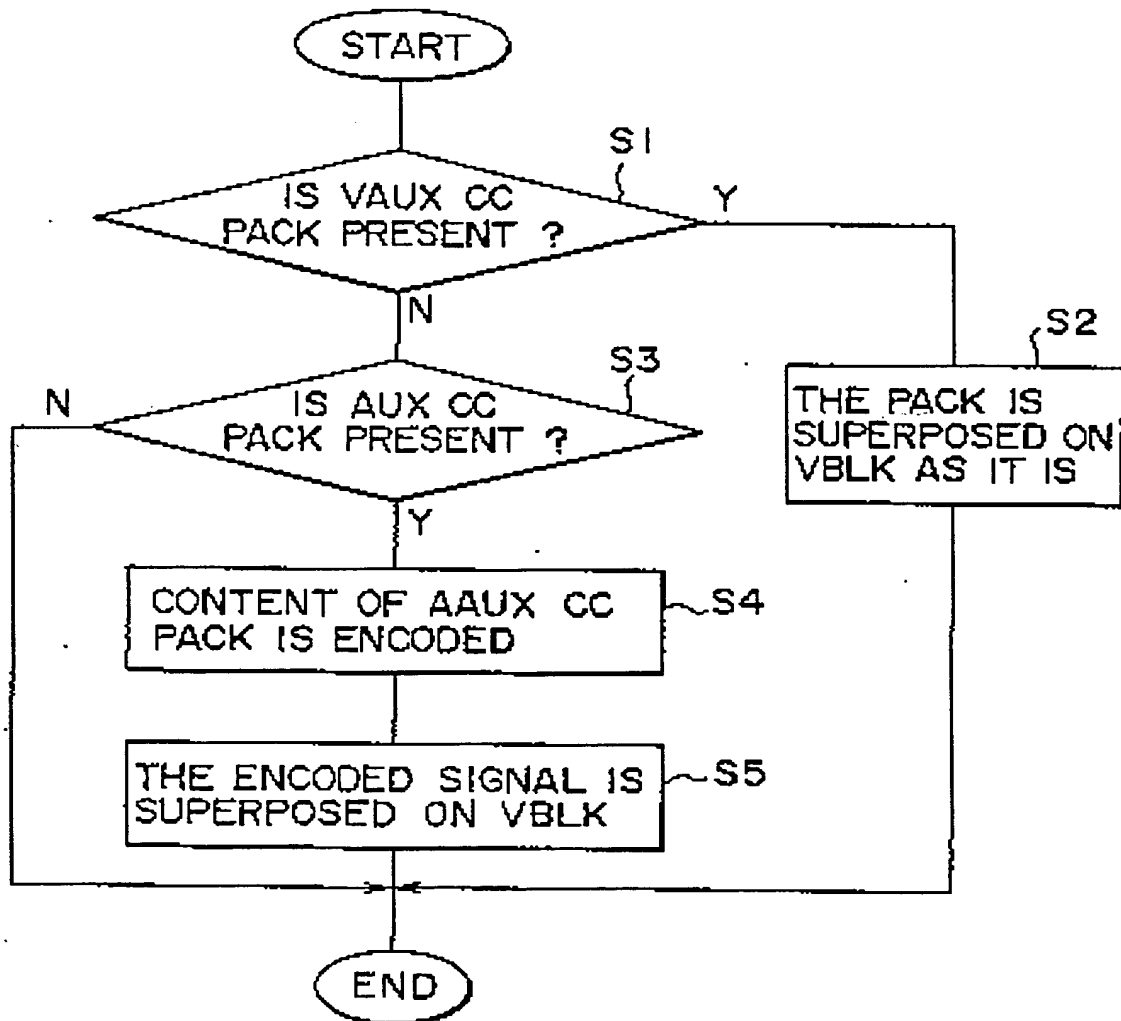
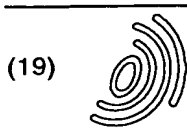


FIG. 47

AUDIO TYPE OF CC PACK		AUDIO MODE OF A SOURCE PACK	
MAIN	2ND	CH1	CH2
0 0 1	0 0 0	0 0 1 0	1 1 1 0
	0 0 1	0 0 1 0	0 0 1 0
	0 1 0	0 0 1 0	1 1 1 0
	0 1 1	0 0 1 0	1 1 1 0
	1 0 0	0 0 1 0	1 1 1 0
	1 0 1	0 0 1 0	1 1 1 0
	1 1 0	0 0 1 0	1 1 1 0
	1 1 1	0 0 1 0	1 1 1 1

0 0 1 0 : MONO
 1 1 1 0 : BEYOND DISCRIMINATION
 1 1 1 1 : NO INFORMATION
 CH1 : FIRST HALF 5 TRACKS
 CH2 : SECOND HALF 5 TRACKS

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(11) EP 0 664 646 A3

(12) EUROPEAN PATENT APPLICATION

(88) Date of publication A3:
21.02.1996 Bulletin 1996/08

(51) Int Cl.⁶: H04N 5/926, H04N 9/806

(43) Date of publication A2:
26.07.1995 Bulletin 1995/30

(21) Application number: 95300304.3

(22) Date of filing: 18.01.1995

(84) Designated Contracting States:
DE FR GB NL

(30) Priority: 20.01.1994 JP 19991/94
20.01.1994 JP 19990/94

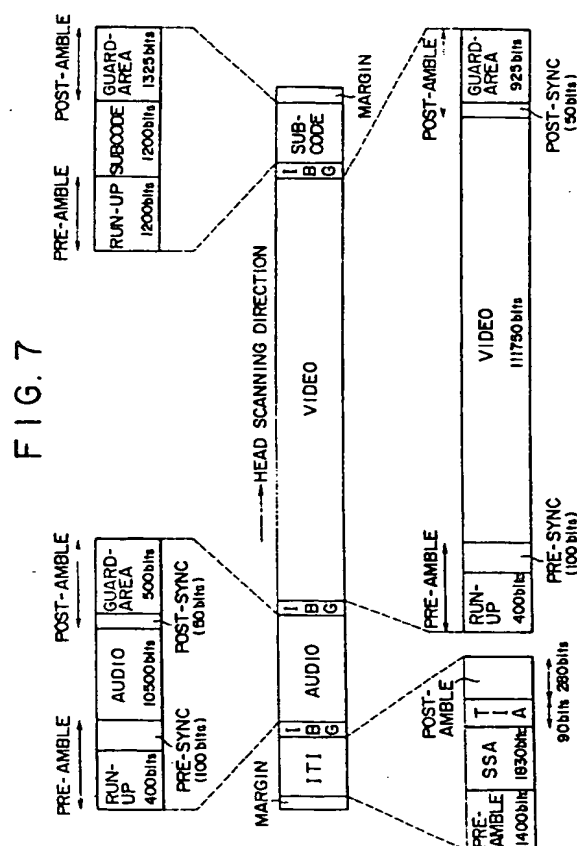
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London EC4A 1DA (GB)

(54) Digital video and audio signal recording and/or reproducing devices

(57) A digital video and audio signal recording and/or reproducing device comprises: a recording format having a first recording area for recording a coded video signal, a second recording area for recording a coded audio signal, and a third recording area for recording an audio associated data constructed in pack form; means for coding the video signal and recording it in the first recording area; means for coding the audio signal and recording it in the second recording area; means for forming in pack the audio-associated information inserted in a vertical blanking period of the video signal and recording it in the third recording area; means for reproducing the coded video signal from the first recording area and coding the video signal; means for reproducing the coded audio signal from the second recording area and coding the audio signal; and means for reproducing the audio-associated information formed in pack from the third recording area and reading out the associated information.



EP 0 664 646 A3

European Patent
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EUROPEAN SEARCH REPORT

Application Number
EP 95 30 0304

DOCUMENTS CONSIDERED TO BE RELEVANT			
Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (Int.Cl.6)
A	EP-A-0 574 892 (MATSUSHITA ELECTRIC INDUSTRIAL CO., LTD) * page 4, line 51 - page 6, line 5 * * page 10, line 9 - page 11, line 44; figures 1,2,5 *	1,6,7	H04N5/926 H04N9/806
A	EP-A-0 498 617 (MATSUSHITA ELECTRIC INDUSTRIAL CO., LTD) * column 4, line 17 - column 6, line 27; figures 1-3 *	1,6,7	
			TECHNICAL FIELDS SEARCHED (Int.Cl.6)
			H04N
The present search report has been drawn up for all claims			
Place of search THE HAGUE		Date of completion of the search 1 December 1995	Examiner Verleye, J
CATEGORY OF CITED DOCUMENTS			
X : particularly relevant if taken alone Y : particularly relevant if combined with another document of the same category A : technological background O : non-written disclosure P : intermediate document		T : theory or principle underlying the invention E : earlier patent document, but published on, or after the filing date D : document cited in the application L : document cited for other reasons & : member of the same patent family, corresponding document	

EPO FORM 150 (04.94) (P/0201)



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CLAIMS INCURRING FEES

The present European patent application comprised at the time of filing more than ten claims.

- ☐ All claims fees have been paid within the prescribed time limit. The present European search report has been drawn up for all claims.
- ☐ Only part of the claims fees have been paid within the prescribed time limit. The present European search report has been drawn up for the first ten claims and for those claims for which claims fees have been paid.
namely claims:
- ☐ No claims fees have been paid within the prescribed time limit. The present European search report has been drawn up for the first ten claims.

LACK OF UNITY OF INVENTION

The Search Division considers that the present European patent application does not comply with the requirement of unity of invention and relates to several inventions or groups of inventions.
namely:

see sheet -B-

- ☒ All further search fees have been paid within the fixed time limit. The present European search report has been drawn up for all claims.
- ☐ Only part of the further search fees have been paid within the fixed time limit. The present European search report has been drawn up for those parts of the European patent application which relate to the inventions in respects of which search fees have been paid.
namely claims:
- ☐ None of the further search fees has been paid within the fixed time limit. The present European search report has been drawn up for those parts of the European patent application which relate to the invention first mentioned in the claims.
namely claims:



European Patent
Office

EP 95 30 0304 -B-

LACK OF UNITY OF INVENTION

The Search Division considers that the present European patent application does not comply with the requirement of unity of invention and relates to several inventions or groups of inventions, namely:

1. Claims 1-5:

Digital video and audio signal recording and/or reproducing device, comprising a recording format having a first recording area for recording a coded video signal, a second recording area for recording a coded audio signal and a third recording area for recording audio associated data in pack form. Audio associated information, inserted in a vertical blanking period of said original video signal, is extracted, converted into pack form, and recorded in said third recording area.

2. Claims 6-13:

Digital video and audio signal recording and/or reproducing device, comprising a recording format having a first recording area for recording a coded video signal, a second recording area for recording a coded audio signal and a third recording area for recording video associated data in pack form. Video associated information and audio associated information, inserted in a vertical blanking period of said original video signal, is extracted, converted into pack form, and recorded in said third recording area.